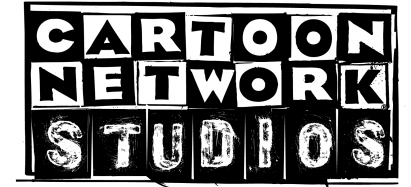




“Five More Short Graybles” 1014-107 Network Pitch Board



Date 04/16/12



Board Team Final



Network Approval Board 04/16/12



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by
Pendleton Ward

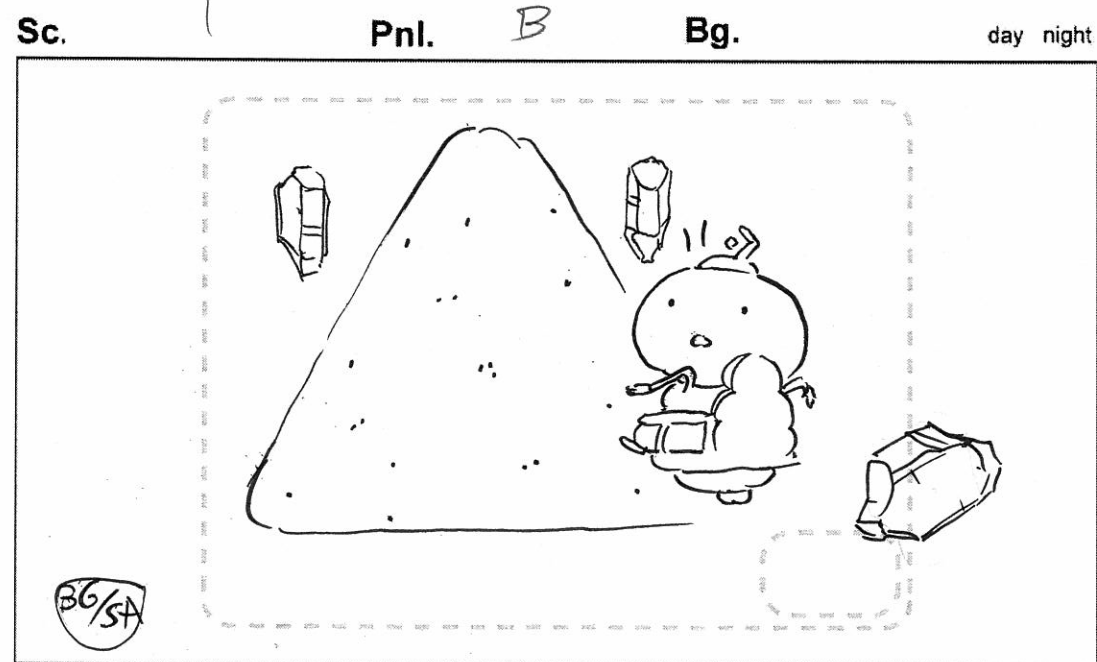
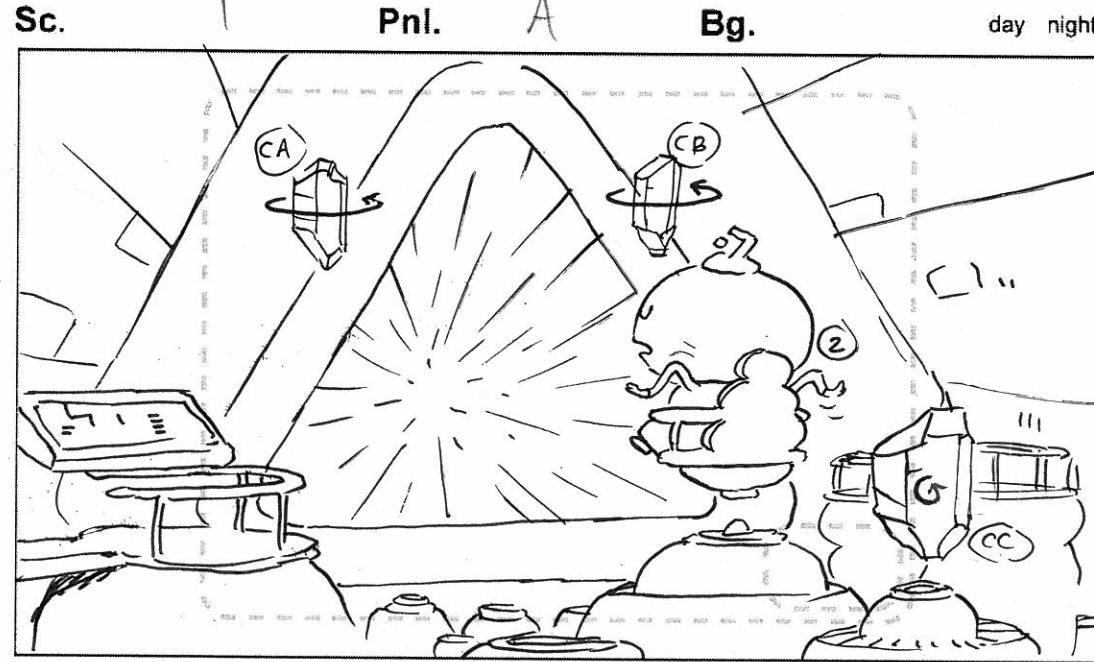
Creative Director
Nate Cash

Storyboard by
Tom Herpich & Steve Wolfhard

ADVENTURE TIME



Page 1



Dialog:

CUBER! wahwahwahwahwahwahwah →

C: huh?

Action: - Crystal A and B rotate on vertical axis
- crystal C rotates on horizontal axis.
- Cuber's arms wiggle: 121212 etc.



Timing: - stars zoom at screen Star Trek style.

crystals and stars stop when Cuber's concentration is disrupted.

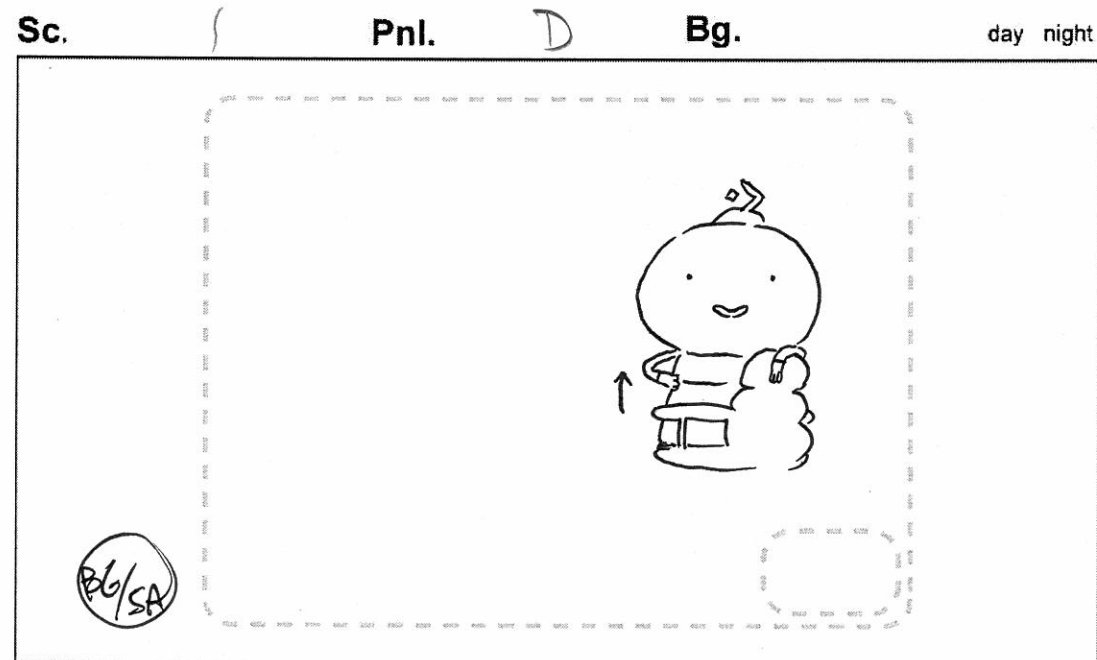
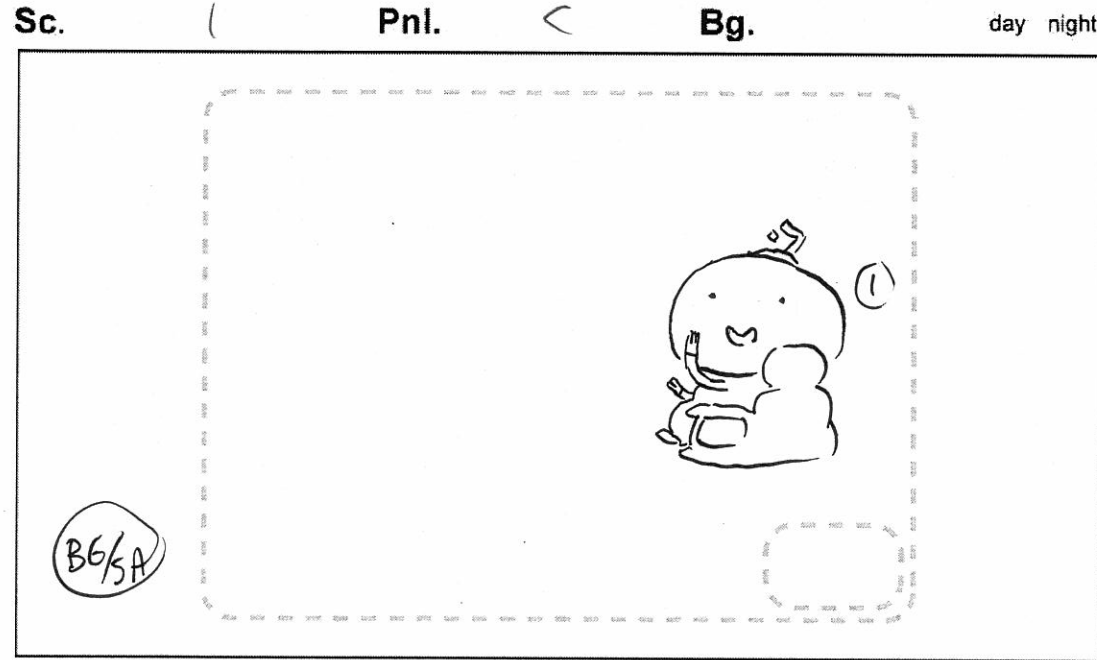
EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 2



Dialog: (C:) ① Oh! Hello there! Hb hb!
② Back so soon?

(C:) Baybel navel it's great to see you!..Clayven!

Action:

Timing:

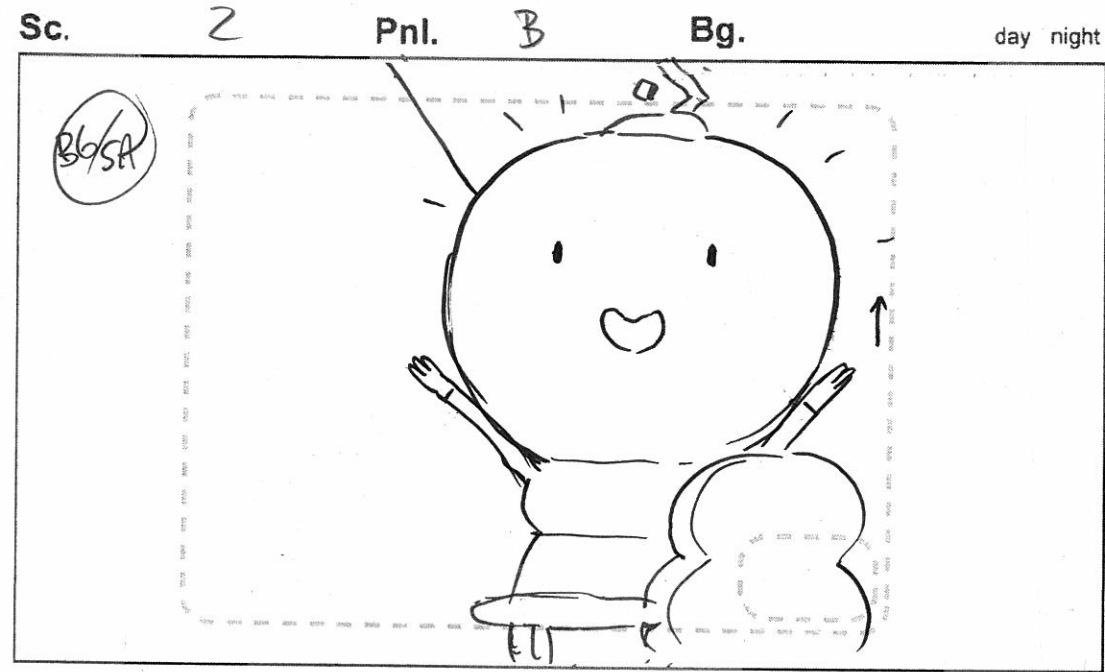
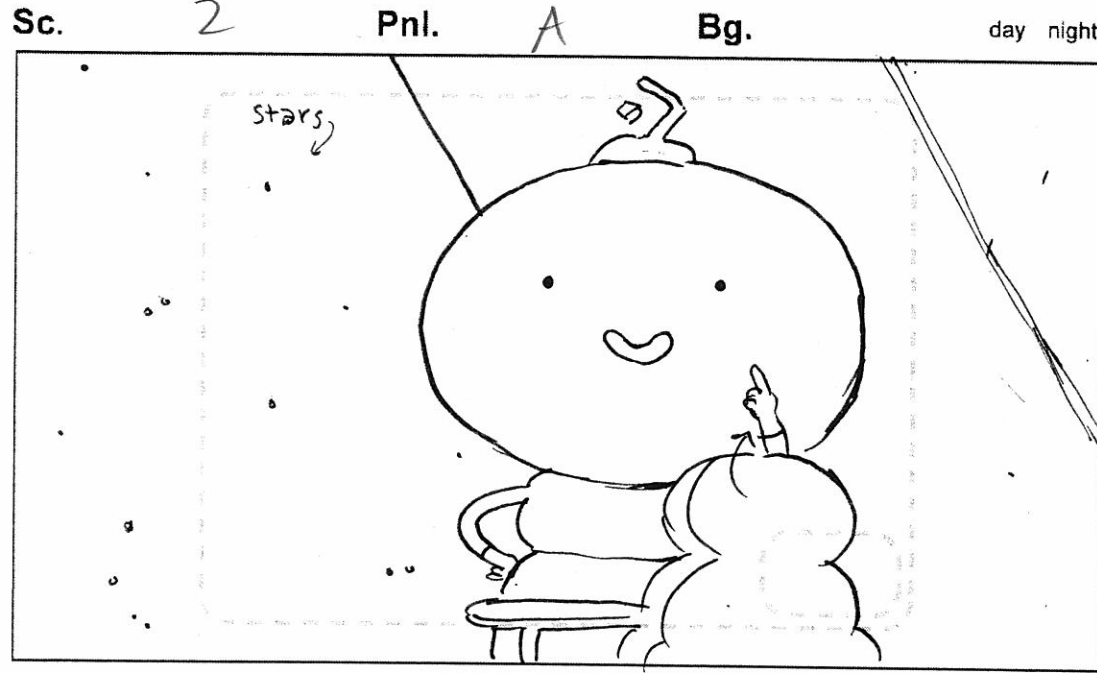
EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 3

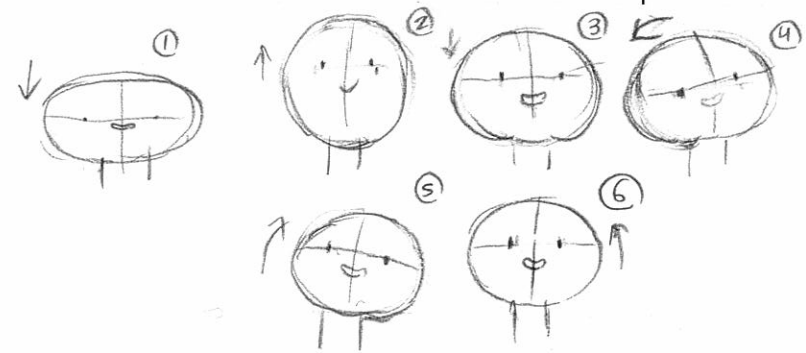


Dialog: (C:) Here for more graybels
I reckon.

(C:) Well alright!

Action: head "jiggles" subtly
like water balloon
as it settles

Timing:

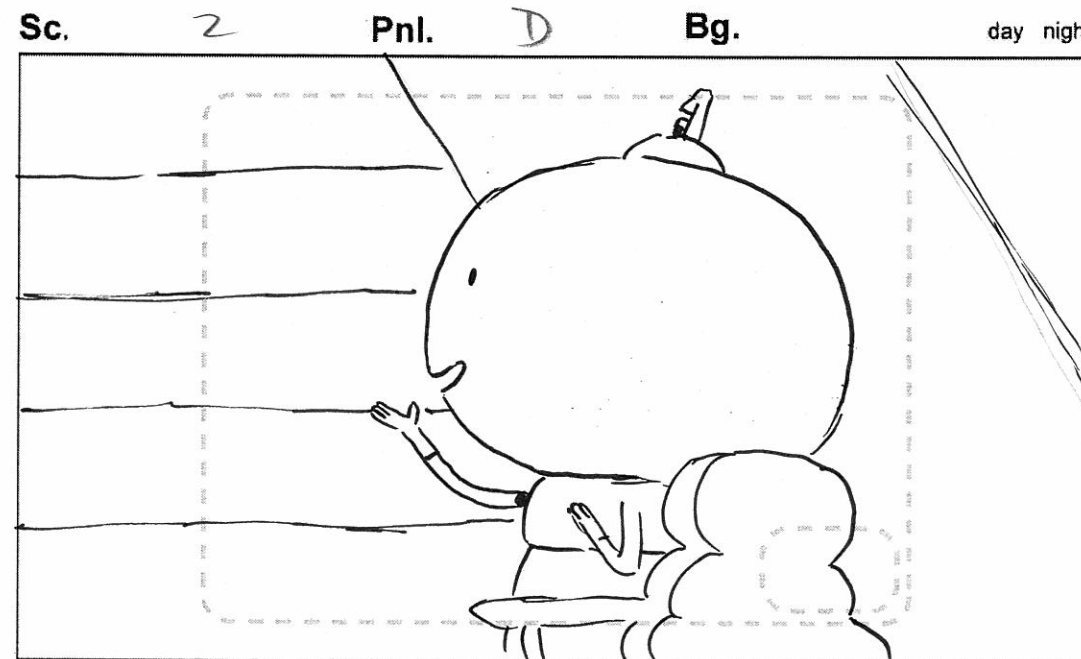
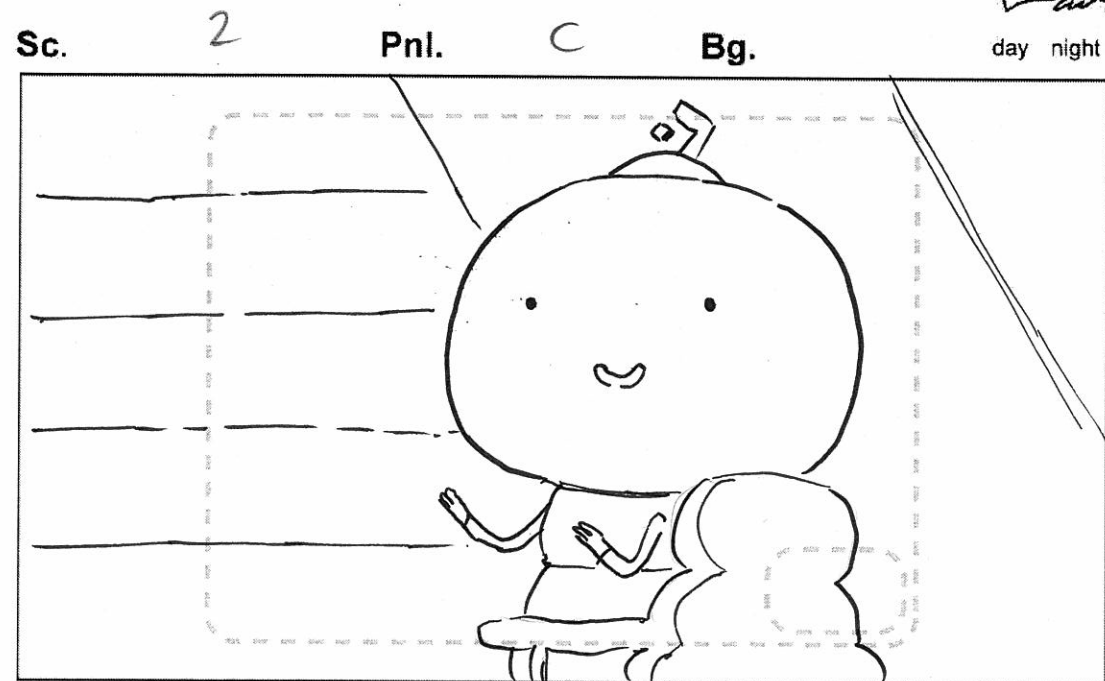


EPISODE # 1014-107

ADVENTURE TIME



Page 4



Dialog:

(C:) Just like last time :



we'll watch five
seperate stories.

Action:

stars dissolve to colored bars

Timing:

Production :

EPISODE #

1014-107

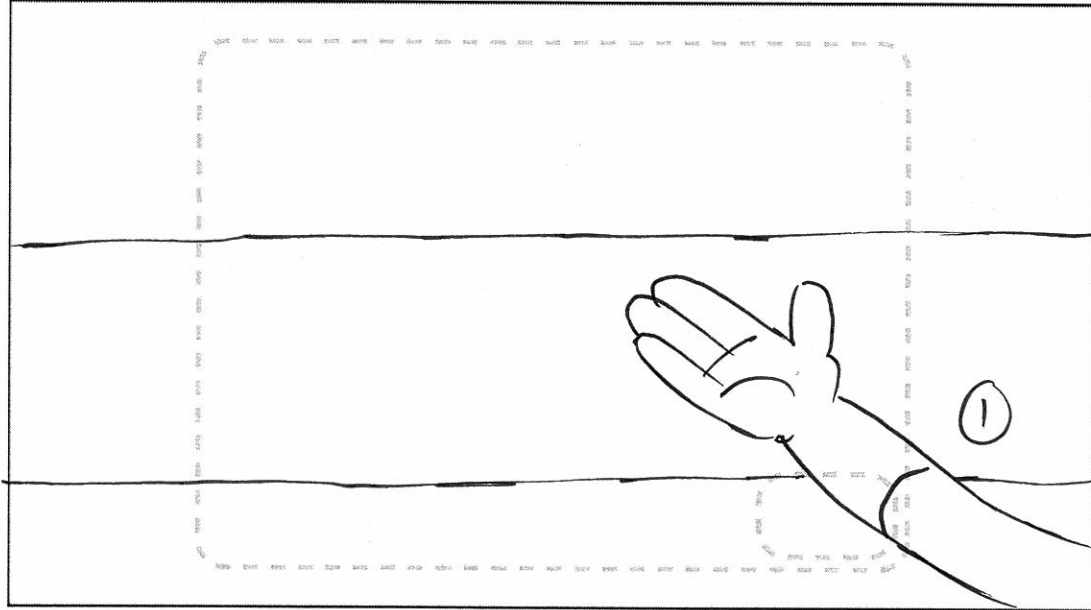
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ADVENTURE TIME

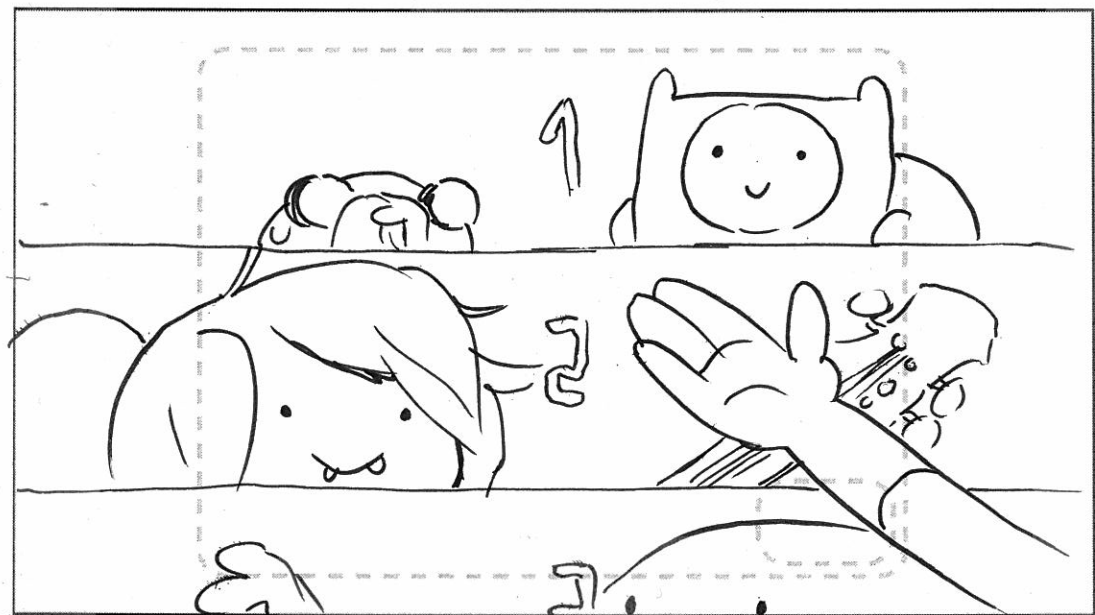


Page 5

Sc. 3 Pnl. A Bg. day night



Sc. 3 Pnl. B Bg. day night

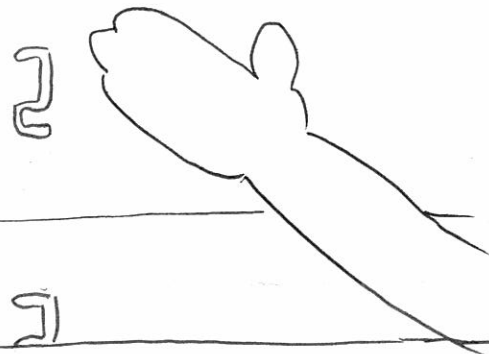


Dialog:

1
2

Action: digits dissolve
onto color bars

Timing:



(C) Each relating →

figures dissolve in

1014-107

EPISODE #

Production :

ADVENTURE TIME



Page 6

Sc.

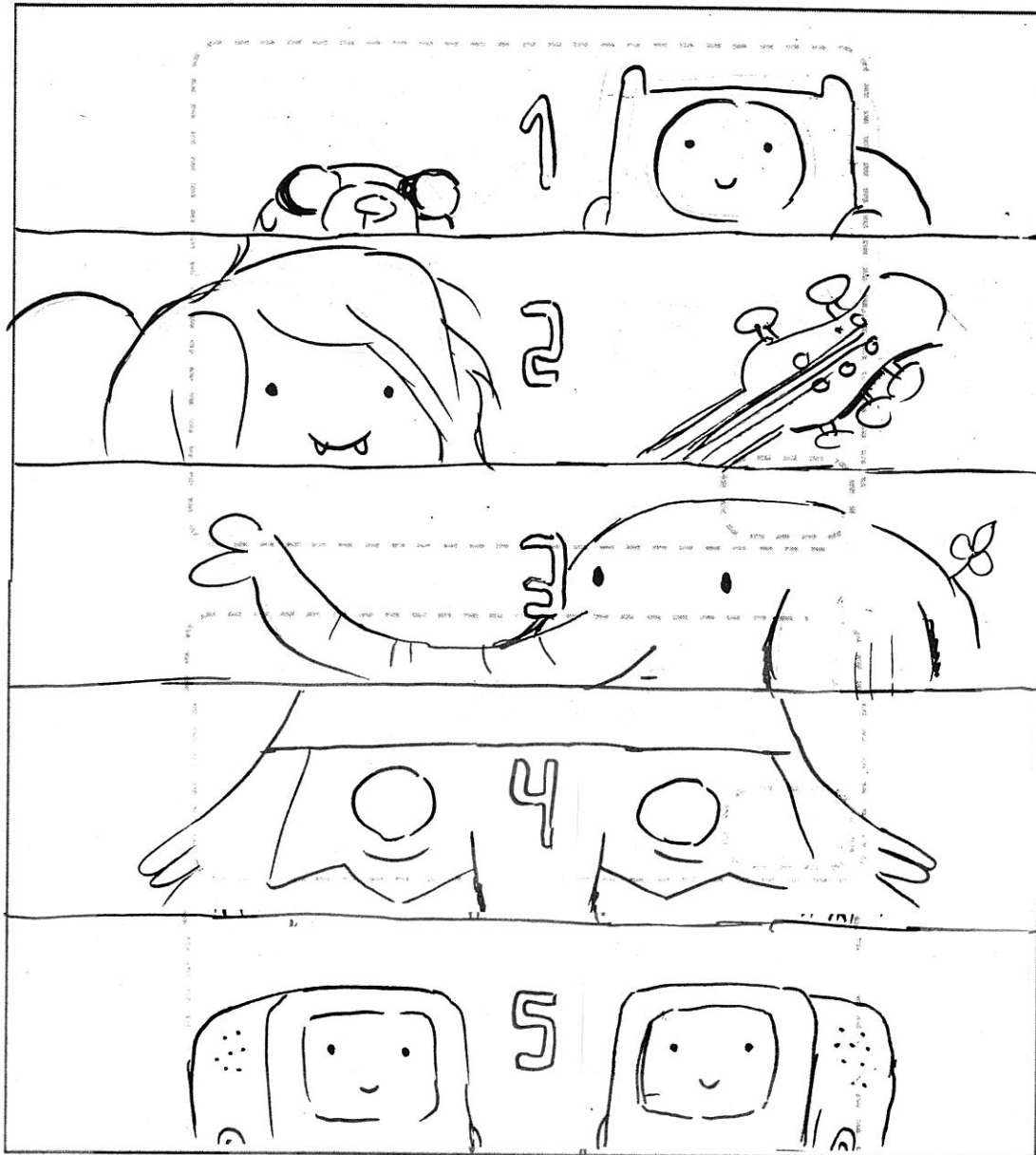
3

Pnl.

C

Bg.

day night



Dialog:

Action:

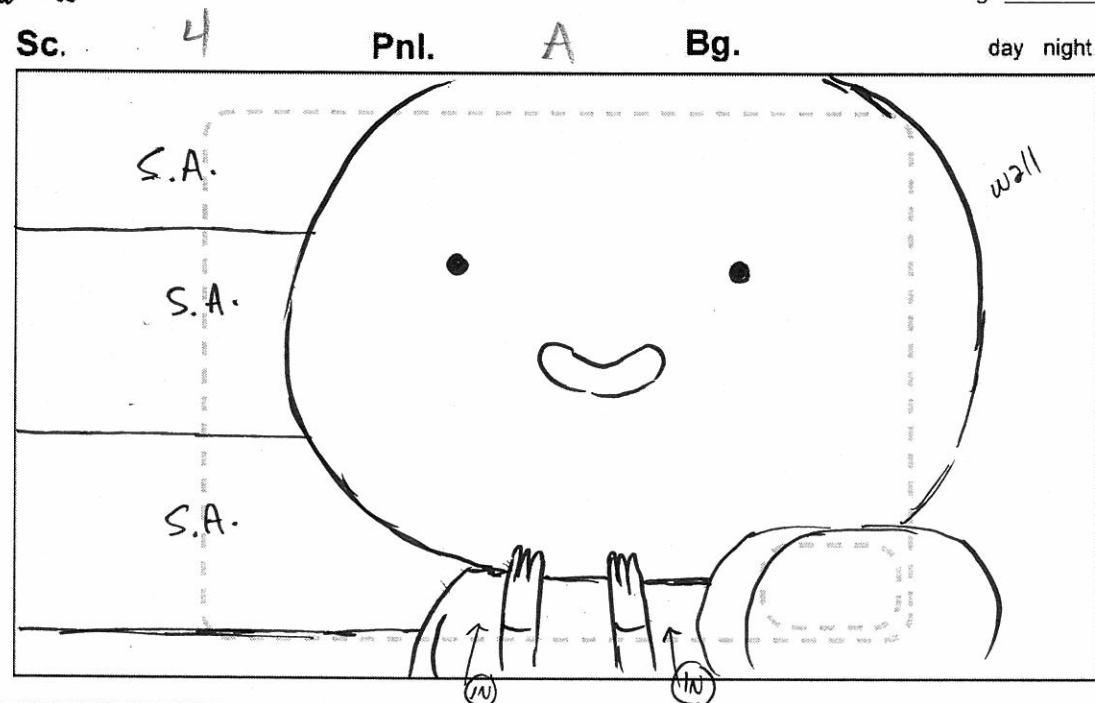
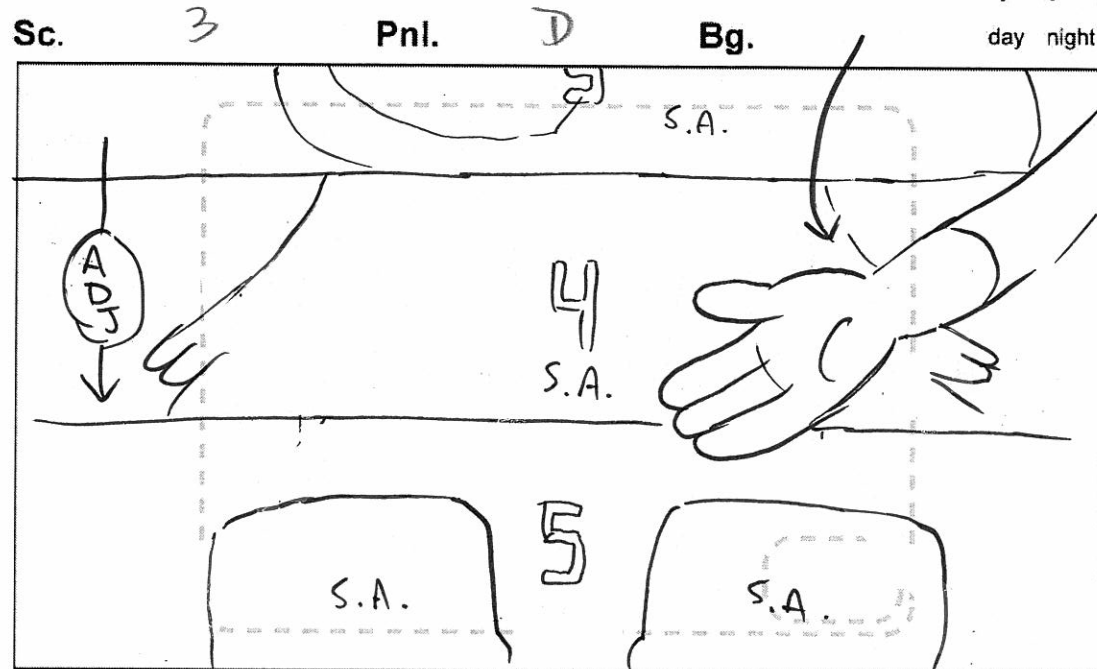
Timing:

Production :

EPISODE #

1014-107

ADVENTURE TIME



Dialog:

→ to one special theme.

(C:) Guess the theme by the end of the episode, →

Action:

Timing:

Production :

EPISODE #

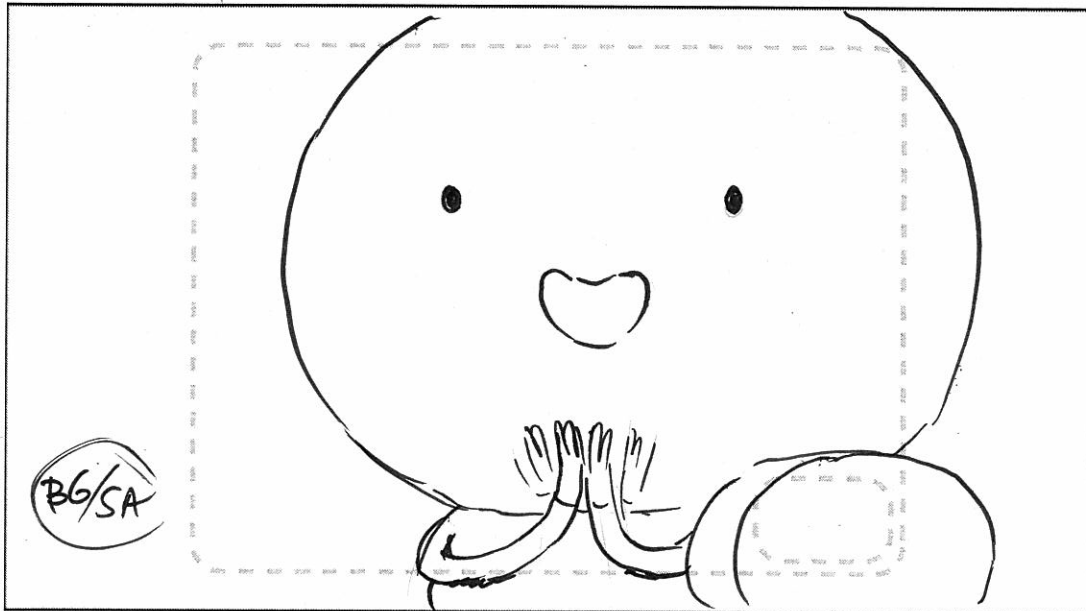
1014-107

ADVENTURE TIME

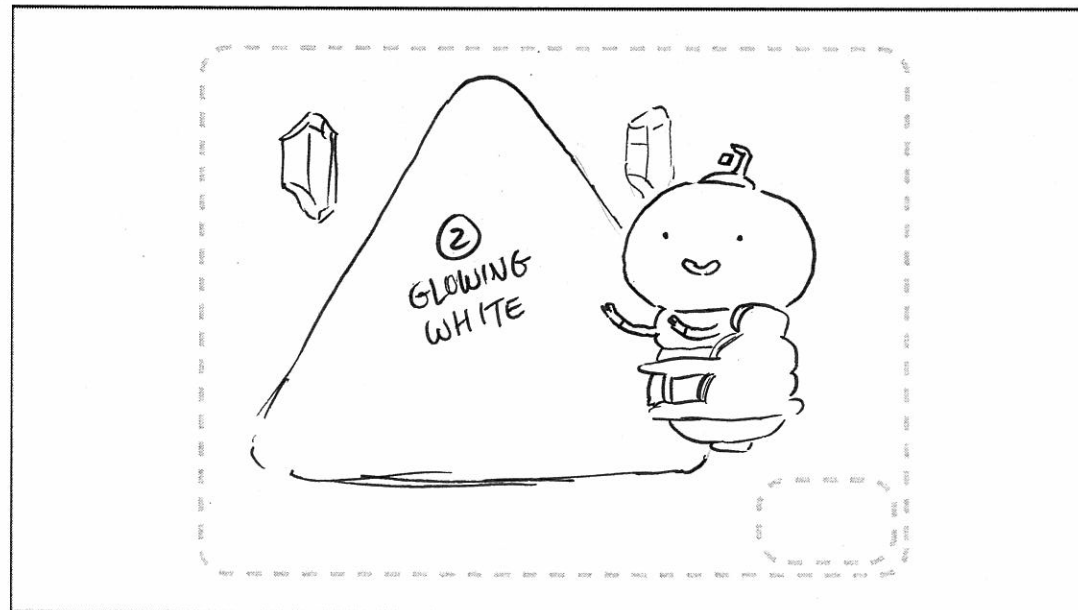


Page 8

Sc. 4 Pnl. B Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:

(C:) and you'll be the freshest
mint-whistle! Ha ha!

(C:) Now: look to my visualizer
screen, →

Action:

v. screen fades to
glowing white

Timing:



Production :

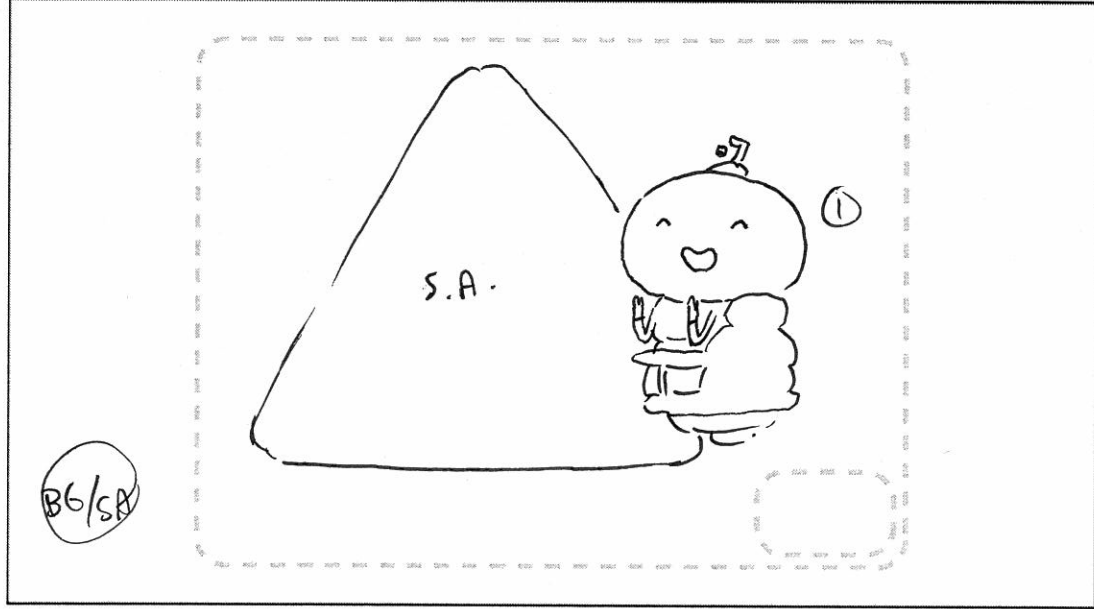
EPISODE # 1014-107

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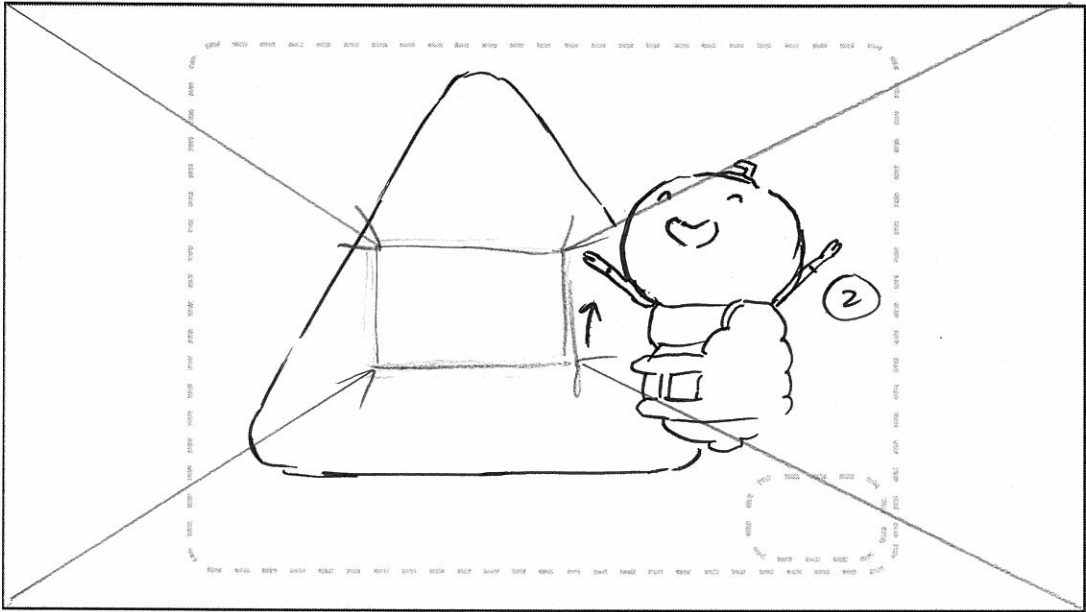
ADVENTURE TIME



Sc. 5 Pnl. B Bg. day night




Sc. 5 Pnl. C Bg. day night




Dialog: (C:) and let this exciting graybel dribble all over your mind-label.

(C:) Ah ha ha ha ha ha !

Action: ARMS: (1) (2) (1)



Timing:



EPISODE # 1014-107

Production :

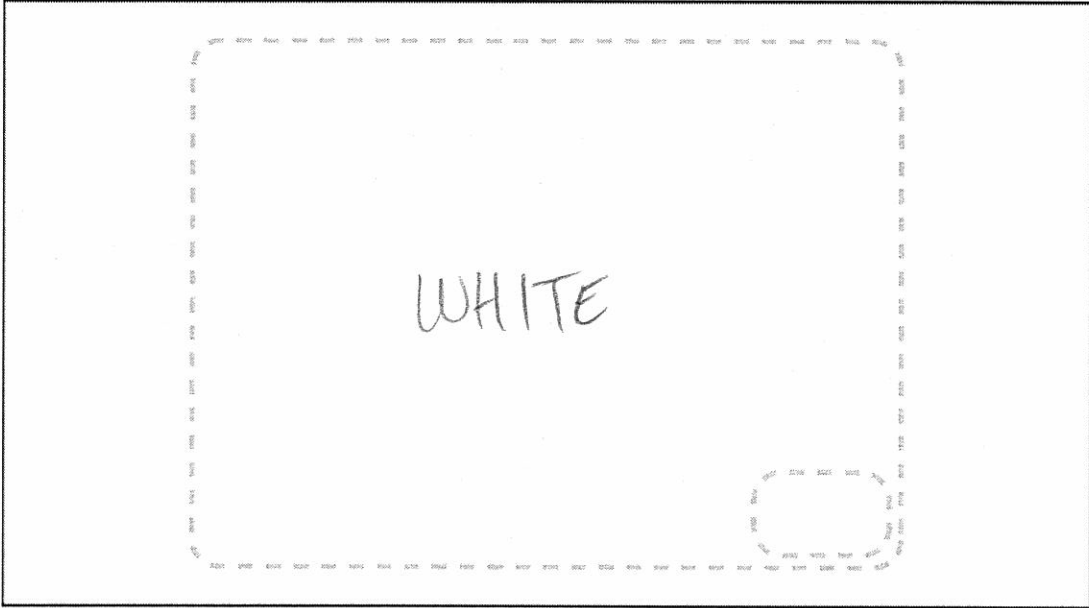
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ADVENTURE TIME

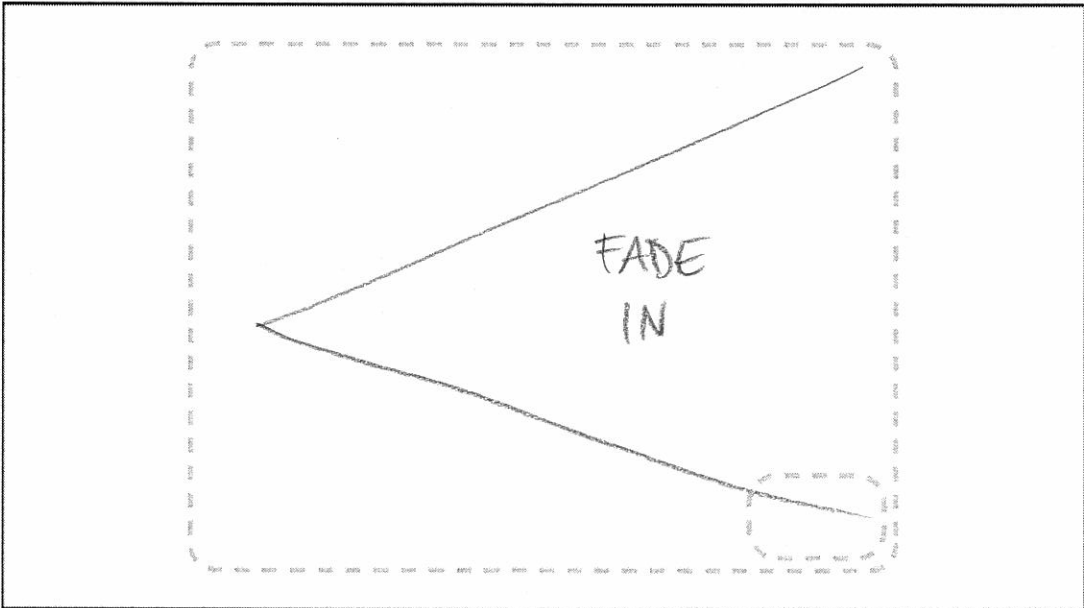


Page 10

Sc. 5 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1014-107

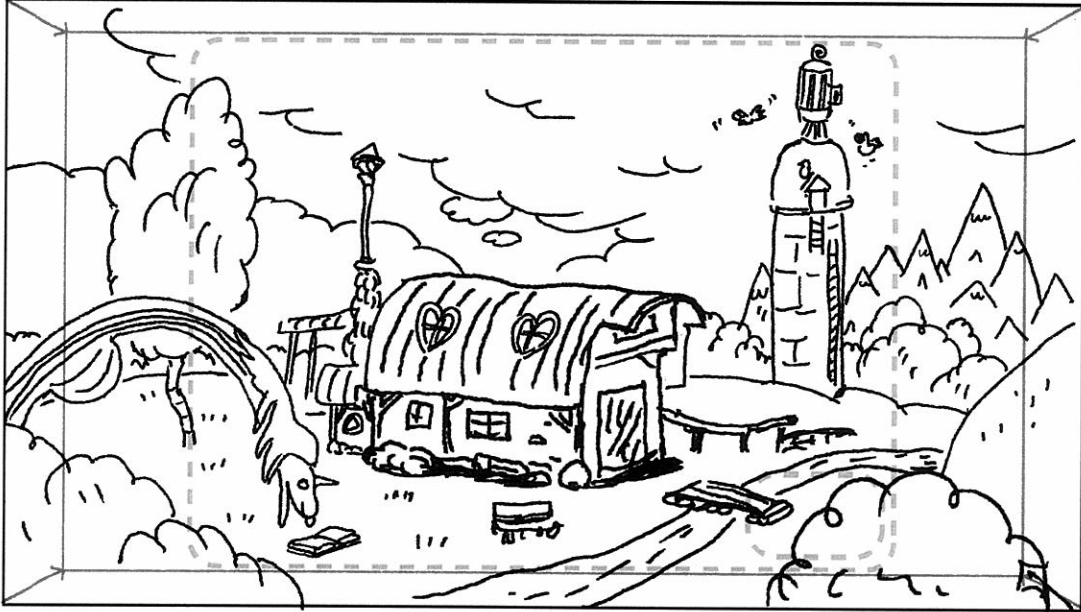
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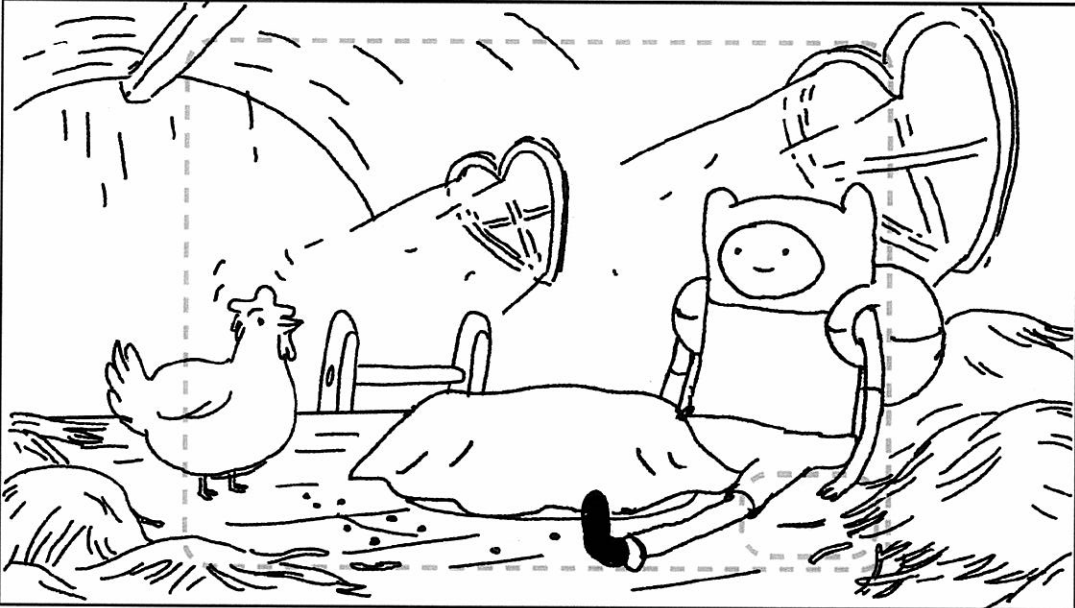
ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night

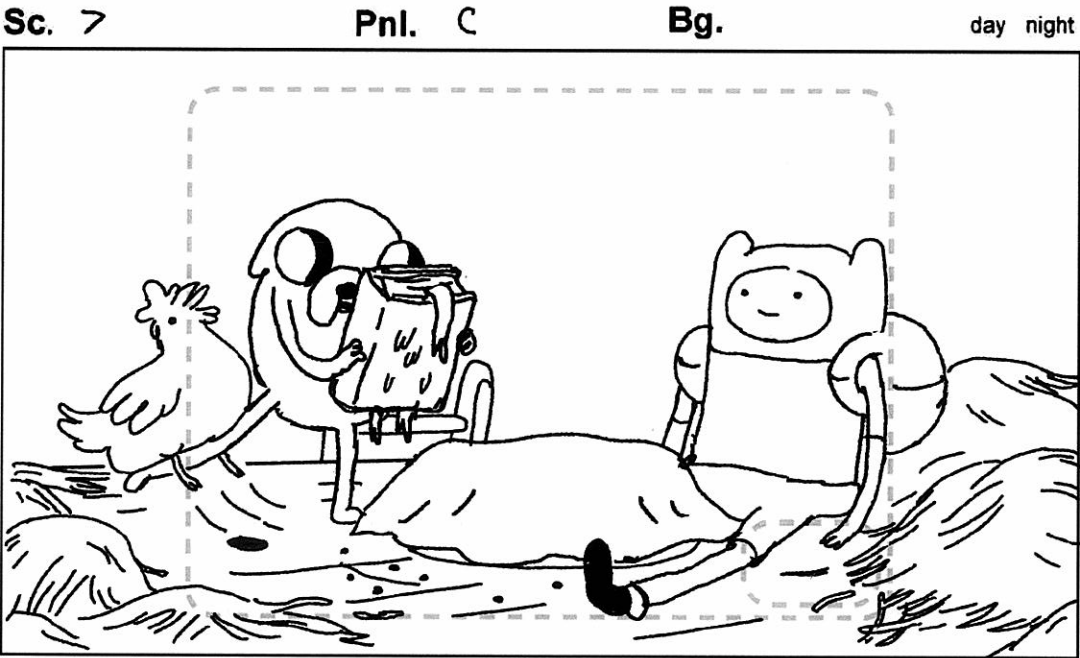
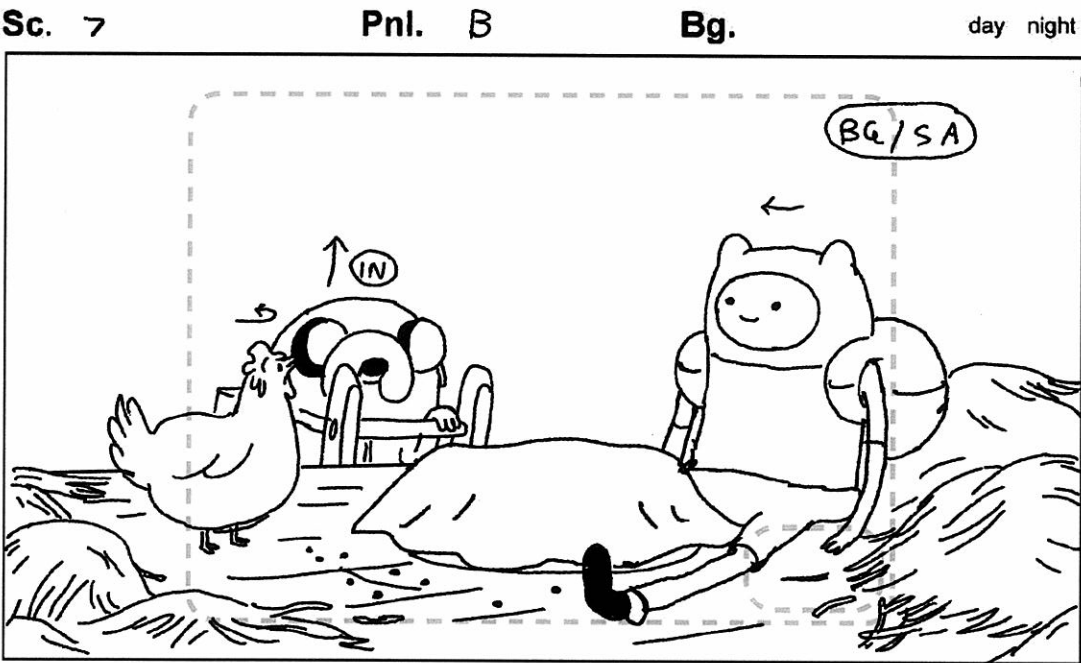


Sc. 7 Pnl. A Bg. day night



Dialog:	:SFX: CHICKEN NOISES	
Action:	:LADY'S BARN: • SLOW ZOOM IN • LADY'S READING	- FINN + CHICKEN IN HAYLOFT. - CHICKEN'S DOIN' CHICKEN HEAD TWITCHES.
Timing:		

ADVENTURE TIME



Dialog:

⑤ SKOOTCH!

Action:

-JAKE ENTERS,
-CHICKEN, FINN LOOK AT HIM.

JAKE SIDE-SCOOPS CHICKEN
ASIDE

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



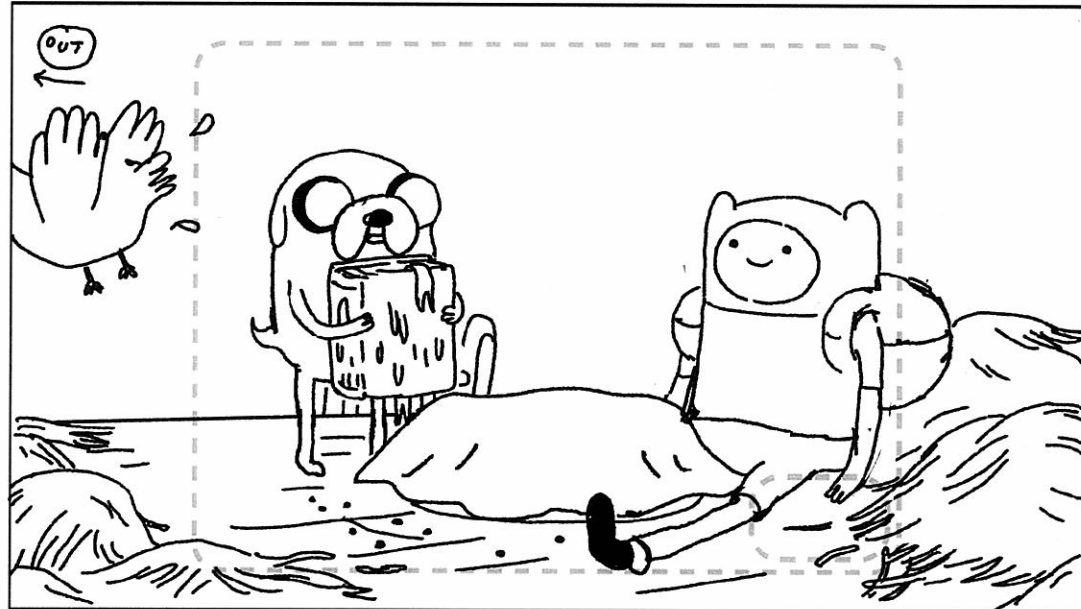
Page 13

Sc. 7

Pnl. D

Bg.

day night

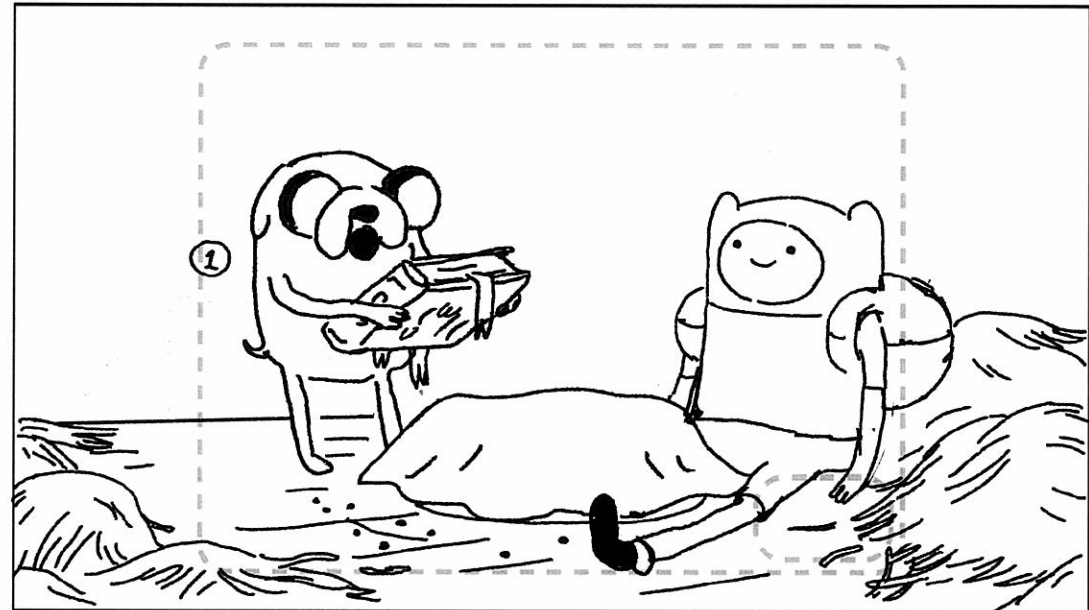


Sc. 7

Pnl. E

Bg.

day night



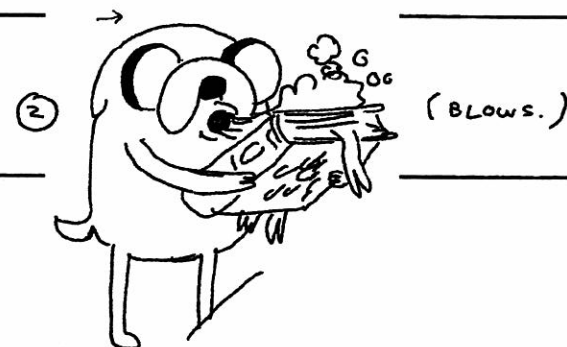
Dialog:

③ / OK, SO I'M STILL PRETTY SURE
THIS OLD BOOK'S SOME
WARLOCK'S SPELL BOOK OR SOMETHIN',

Action:

Timing:

1
(③ INHALES)



EPISODE # 1014-107

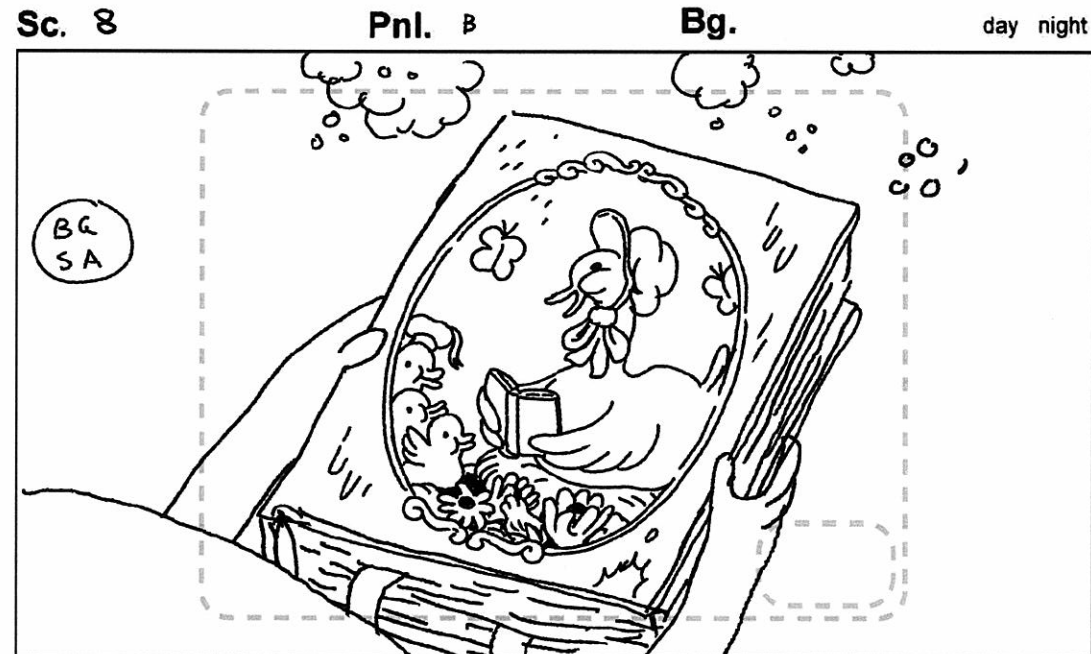
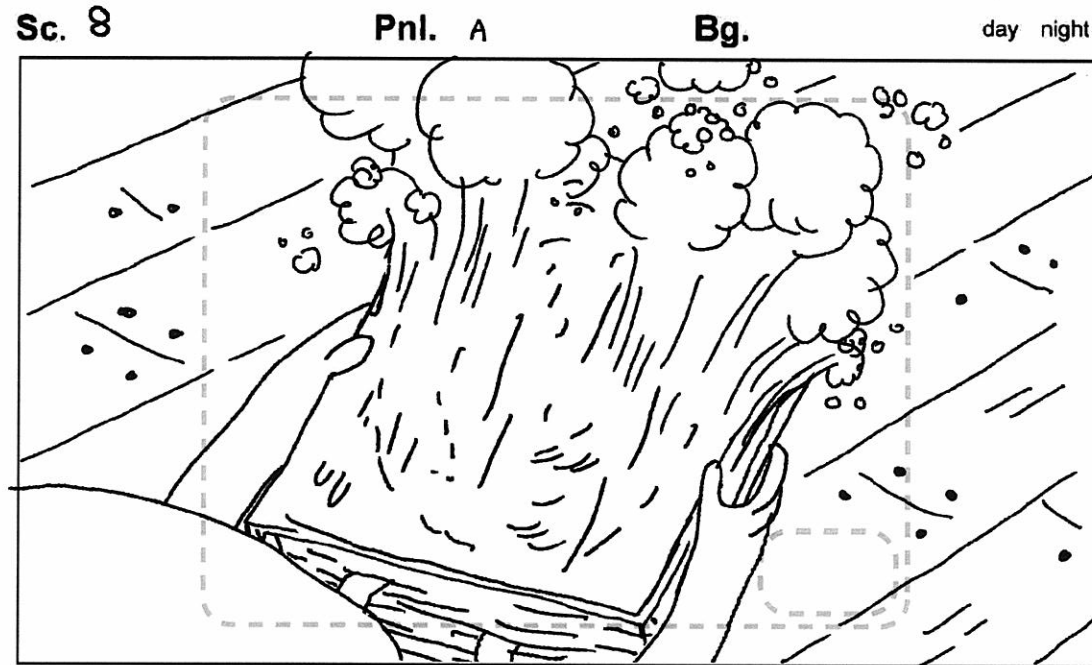
Production :

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ADVENTURE TIME



Page 14



Dialog:

(O.S.) (F) / MESSED!

Action:

(JAKE BLOWS DUST)

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



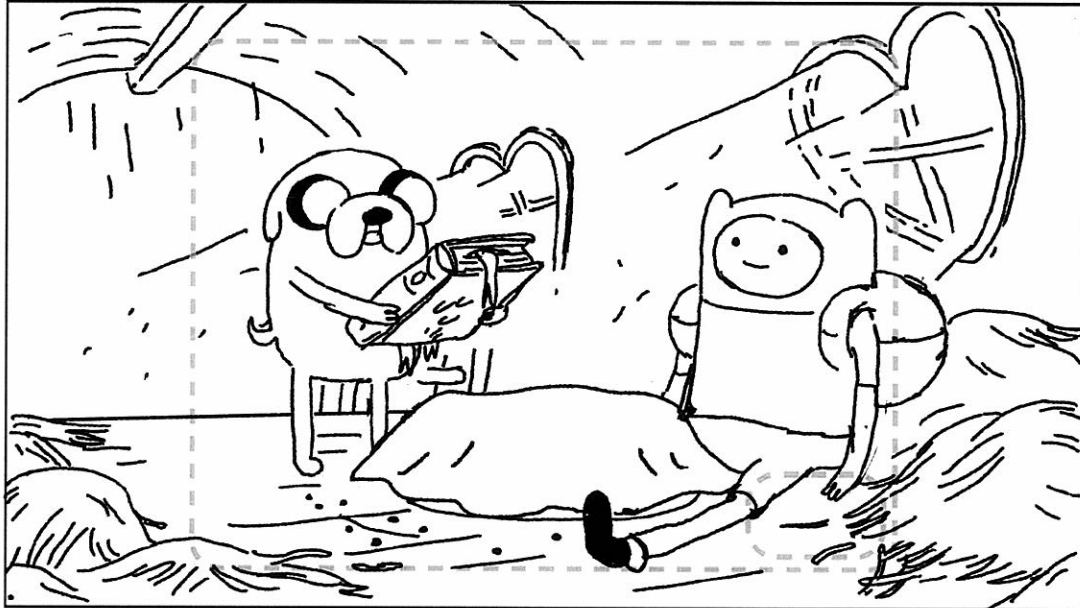
Page 15

Sc. 9

Pnl. A

Bg.

day night

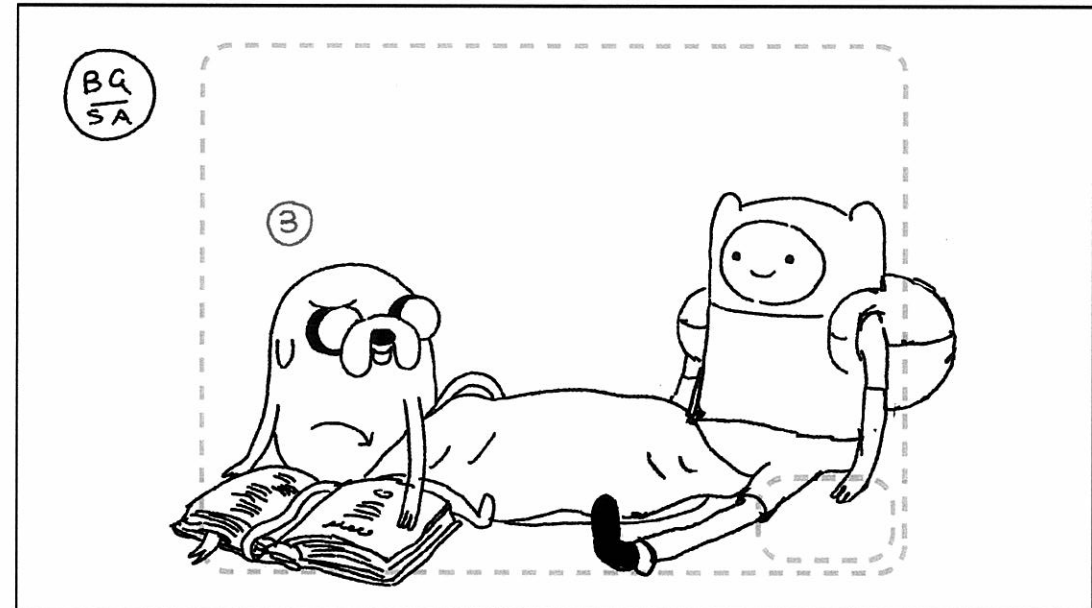


Sc. 9

Pnl. B

Bg.

day night



Dialog:

③ / WARLOCKS, DUDE.

Action:

Timing:

③ ③ / YOU READY FOR SOME
ANCIENT FEEL GOOD
SPELLCRAFT?



EPISODE # 1014-107

Production :

ADVENTURE TIME



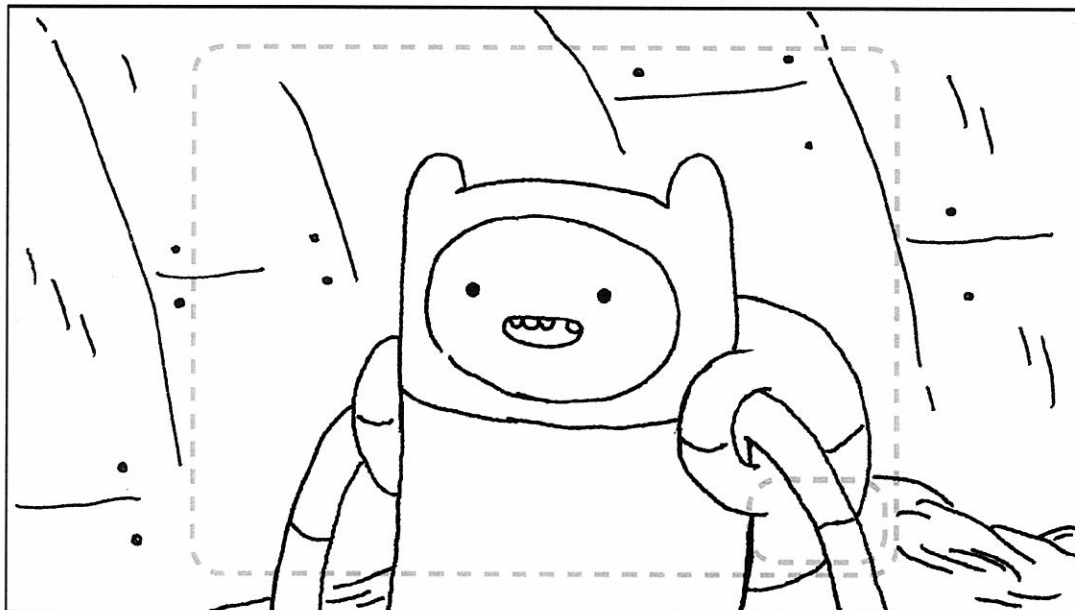
Page 16

Sc. 10

Pnl. A

Bg.

day night



Sc. 11

Pnl. A

Bg.

day night



Dialog:

Ⓕ / YEAH I'LL TRY IT.
COULD ALWAYS STAND
TO FEEL BETTER.

Ⓖ / OOOK A A A Y...

Action:

Timing:

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Production :

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ADVENTURE TIME



Page 17

Sc. 12

Pnl. A

Bg.

day night



Sc. 12

Pnl. B

Bg.

day night



Dialog:

ⓐ/(CONT.)

LLEETS SEEETEE...

Action:

Timing:

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Production :

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ADVENTURE TIME



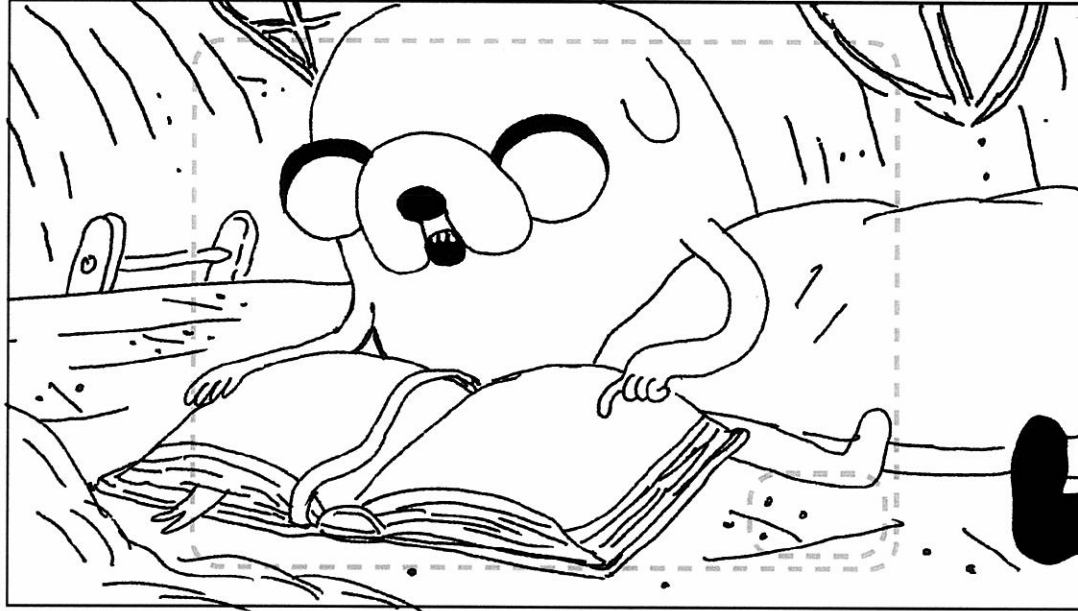
Page 18

Sc. 13

Pnl. A

Bg.

day night

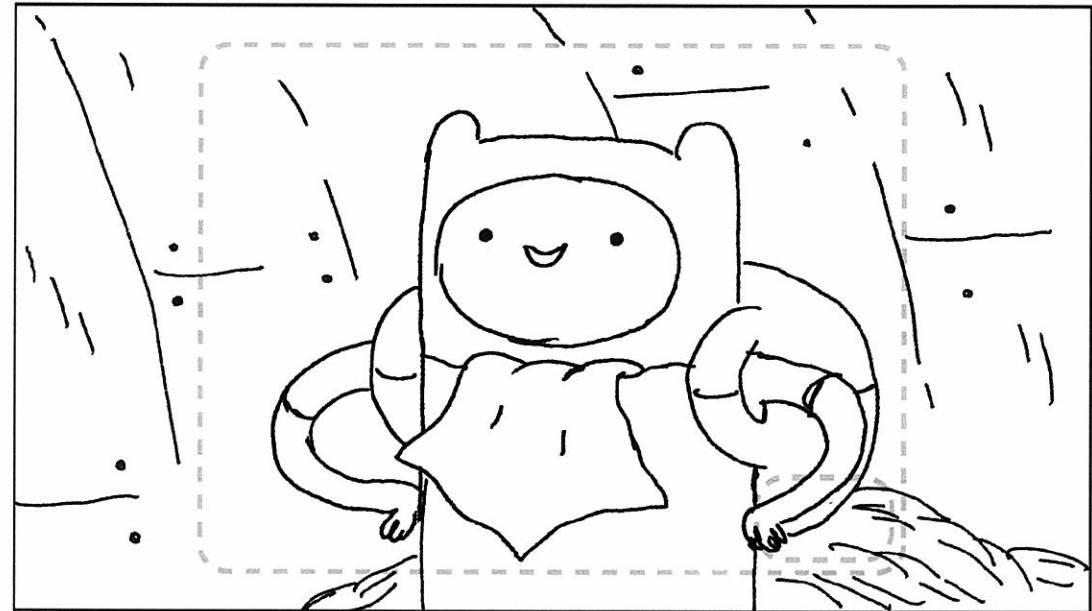


Sc. 14

Pnl. A

Bg.

day night



Dialog:

(J) / YOU GOT YOUR BIBBY?

(F) / CHECK IT!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME

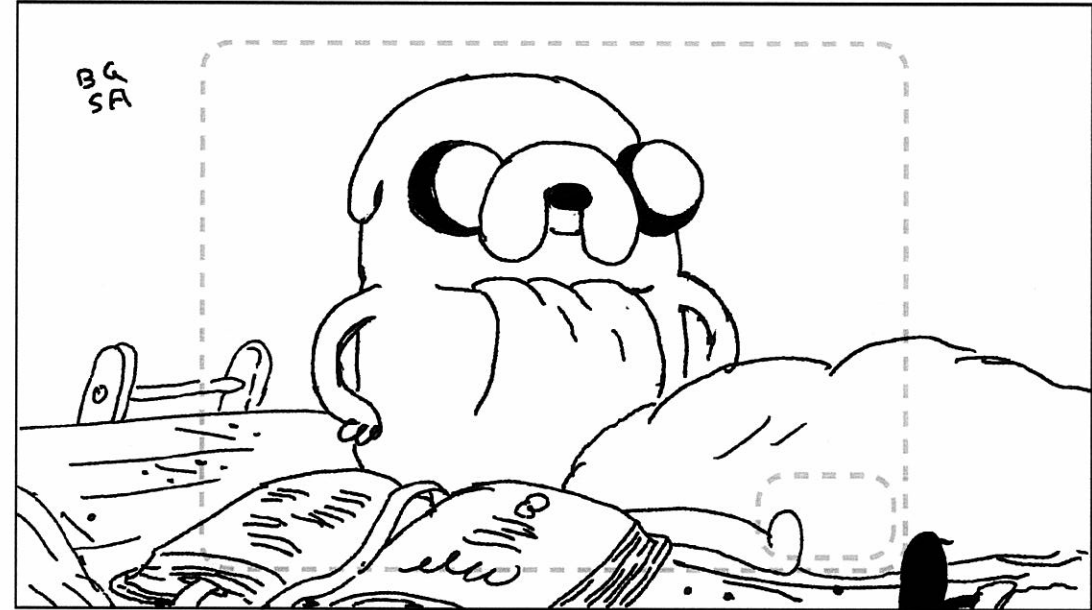


Page 19

Sc. 15 Pnl. A Bg. day night



Sc. 15 Pnl. B Bg. day night



Dialog:

5/ YOU'RE GOOD

Action:

Timing:



JACK
PULLS OUT
SKIN.



(TUCK
TUCK)

EPISODE # 1014-107

Production :

ADVENTURE TIME



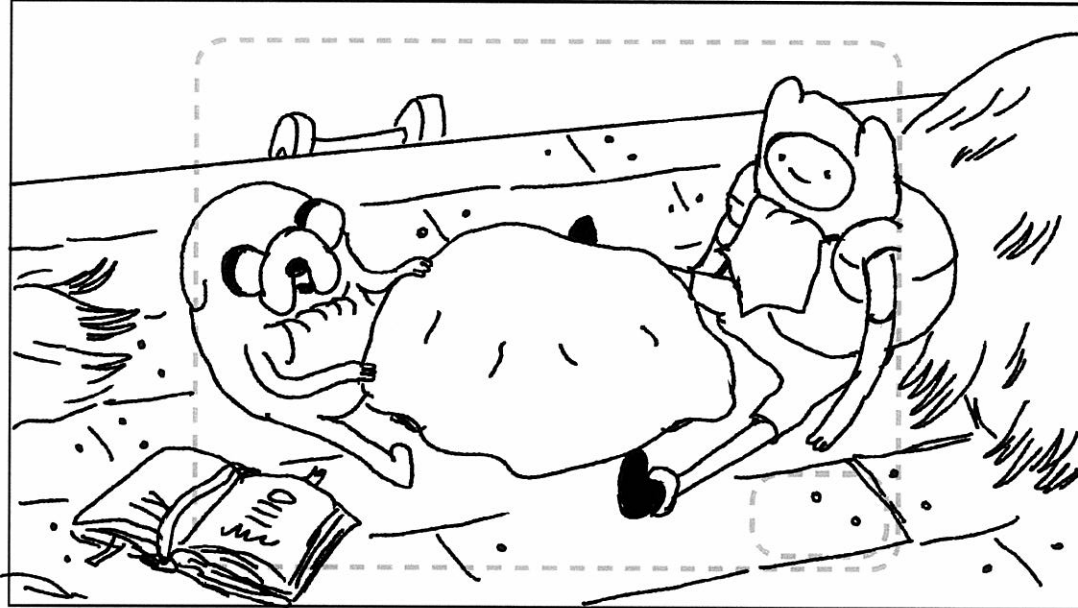
Page 20

Sc. 16

Pnl. A

Bg.

day night

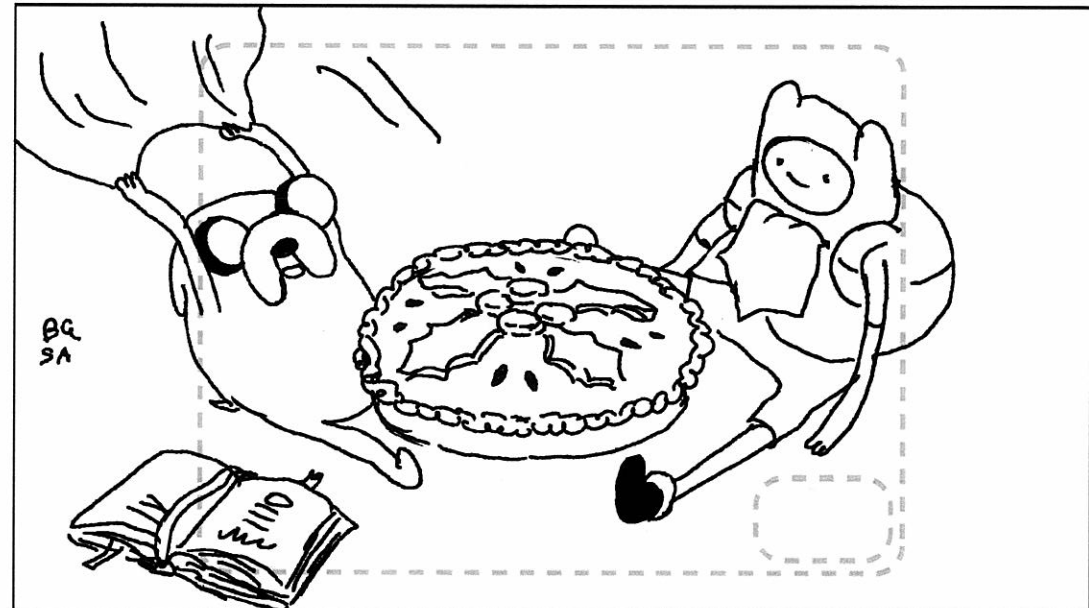


Sc. 16

Pnl. B

Bg.

day night



Dialog:

⑤ H -

⑤ (CONT) - YUP!

Action:

Timing:

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Production :

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ADVENTURE TIME



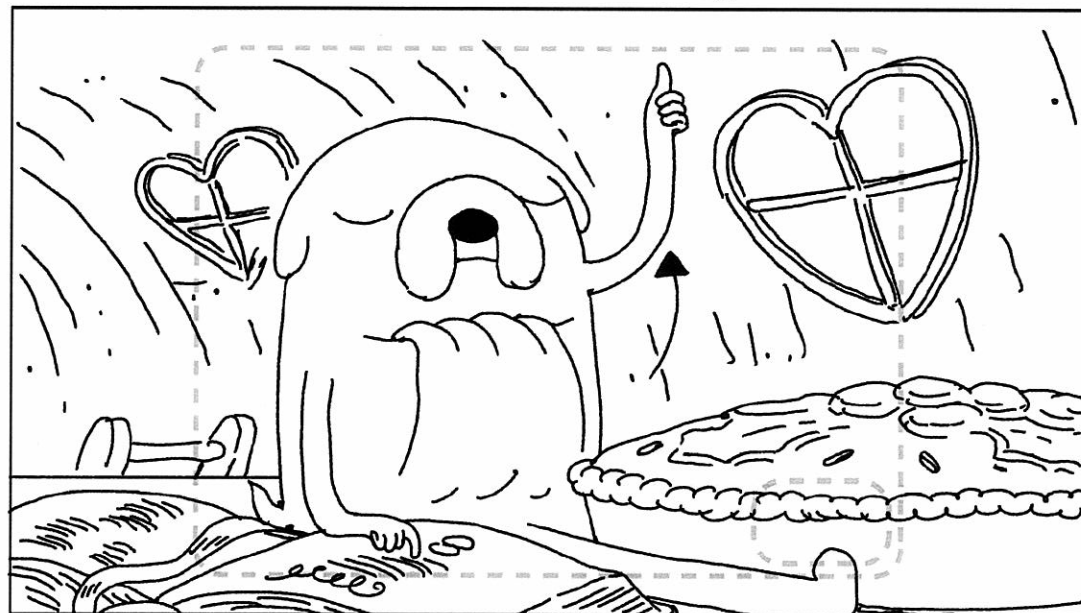
Page 21

Sc. 17

Pnl. A

Bg.

day night



Sc. 17

Pnl. B

Bg.

day night



Dialog:

①/ MMM-LITTLE -

②/(CONT) - JACK HORNER

Action:

- JAKE RAISES HIS THUMB,
- SPEAKS IN A SPELL-CASTING-MONOTONE.
- BACKGROUND FADES TO BLACK.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



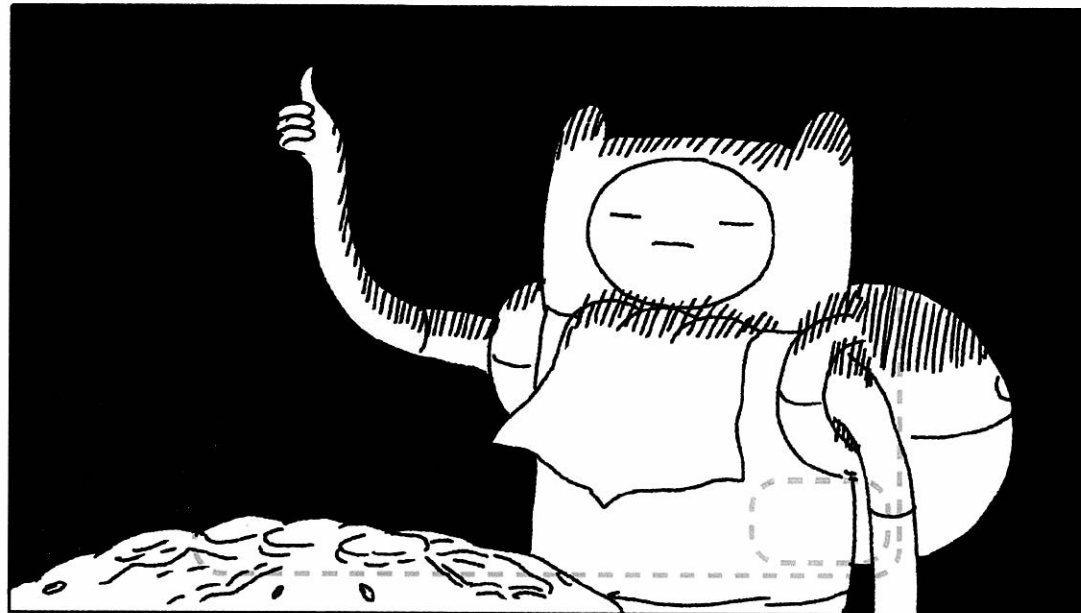
Page 22

Sc. 18

Pnl. A

Bg.

day night

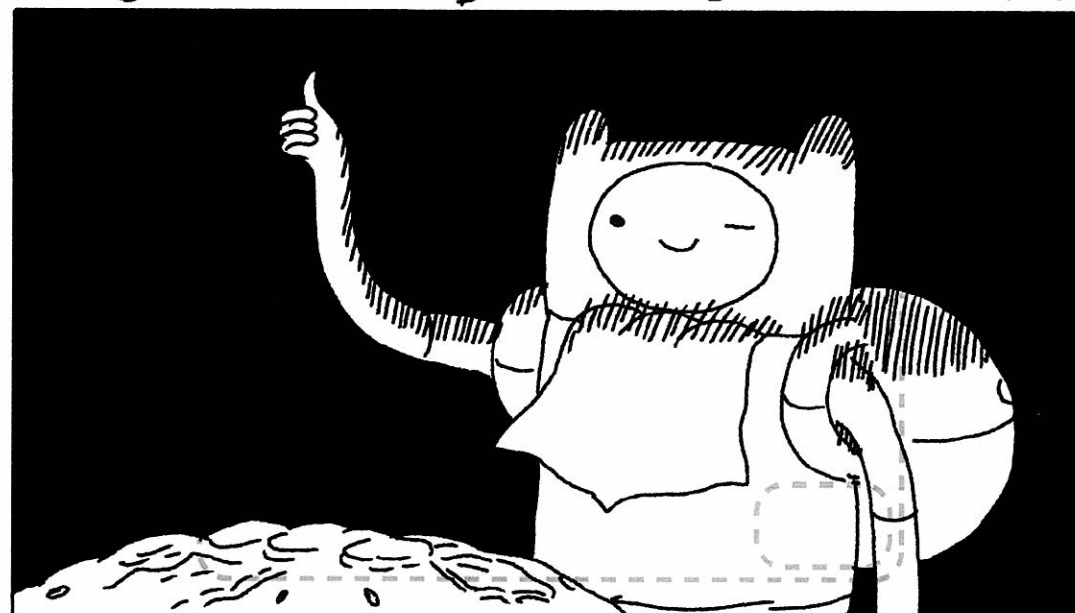


Sc. 18

Pnl. B

Bg.

day night



Dialog:

⑤ (CONT) / - SAT - IN - THE - CORNER -

⑤ (CONT) /

- EATING - A - CHRISTMAS - PIE .

Action:

(FINN PEEKS)

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



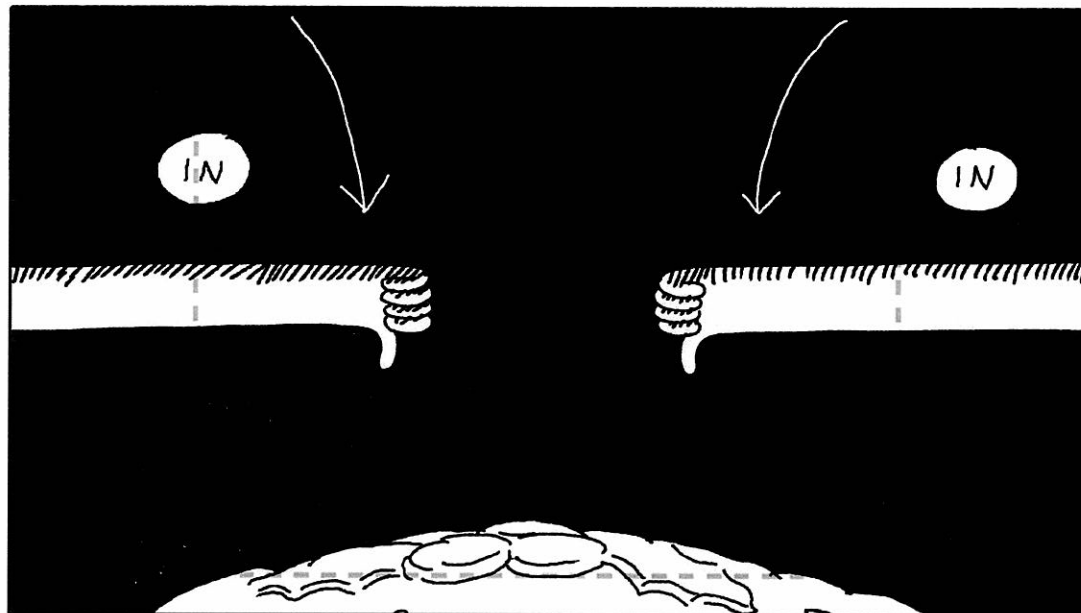
Page 23

Sc. 19

Pnl. A

Bg.

day night

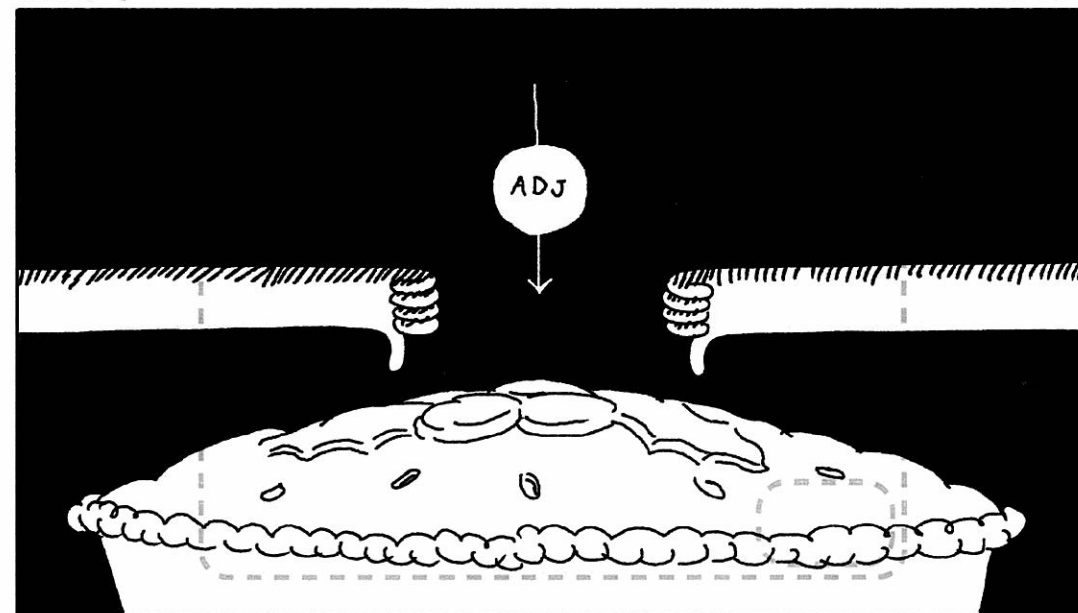


Sc. 19

Pnl. B

Bg.

day night



Dialog:

⑤ (CONT) - A CHRISTMAS PIE -

⑥ (CONT) - HE PUT IN -

Action:

• WHEN ARMS GET TO THE CENTER OF THE FRAME, THE BG STARTS PANNING UP.
• SMOOTH.

(JAKE ON LEFT
FINN ON RIGHT)

Timing:

1014-107

EPISODE #

Production :

ADVENTURE TIME



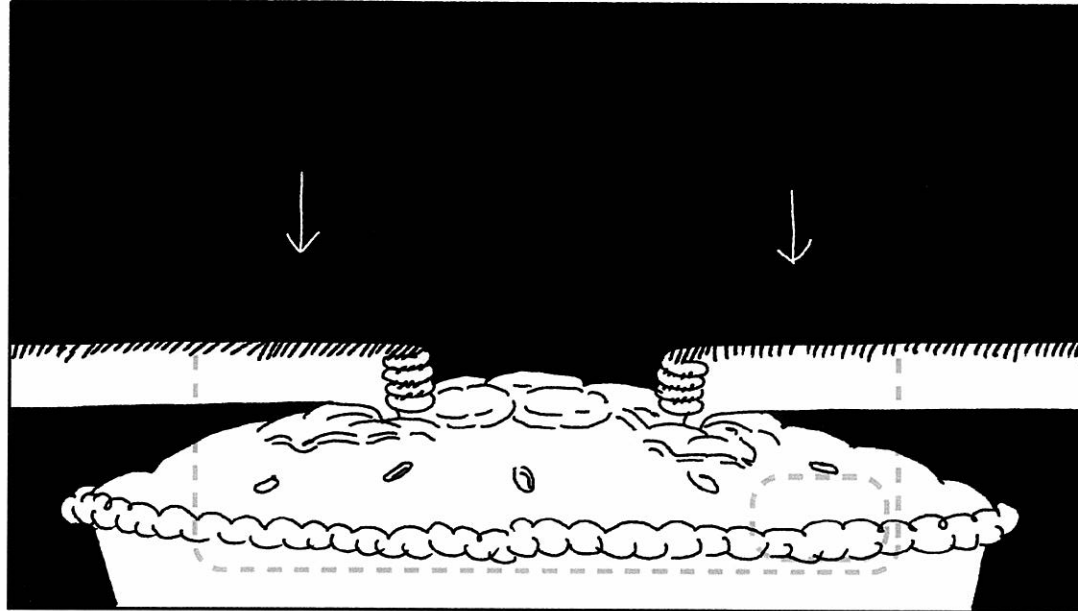
Page 24

Sc. 19

Pnl. C

Bg.

day night

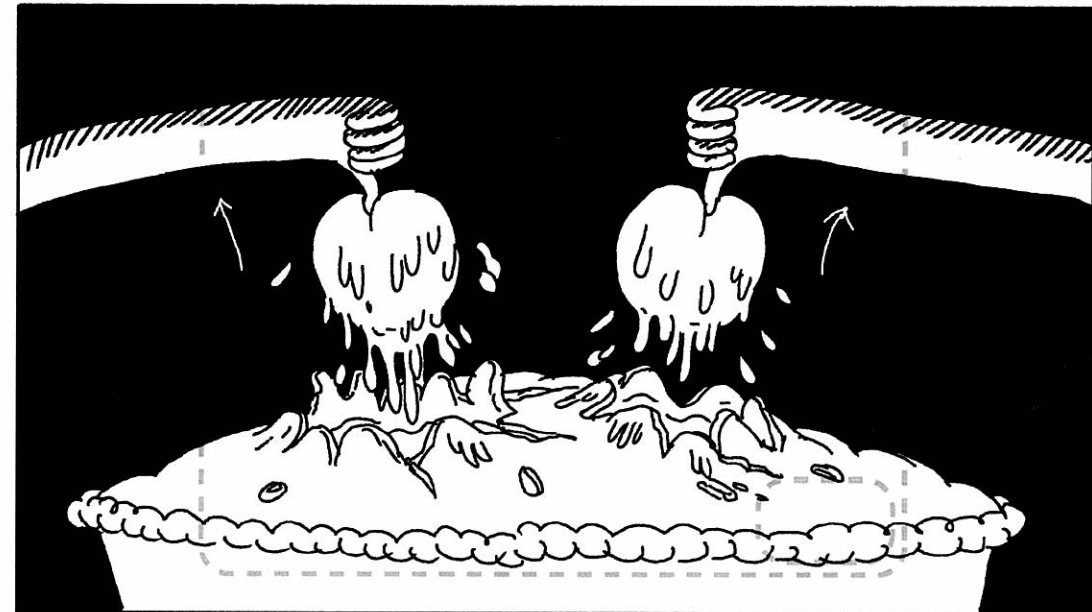


Sc. 19

Pnl. D

Bg.

day night



Dialog:

③ (CONT) - HIS - THUMB. -

:- SFX : FART :-

Action:

THUMBS IN

Timing:

③ (CONT) - AND PULLED OUT A PLUM, AND SAID.

:- SFX : SHHH - SCHLUP :-

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Production :

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ADVENTURE TIME



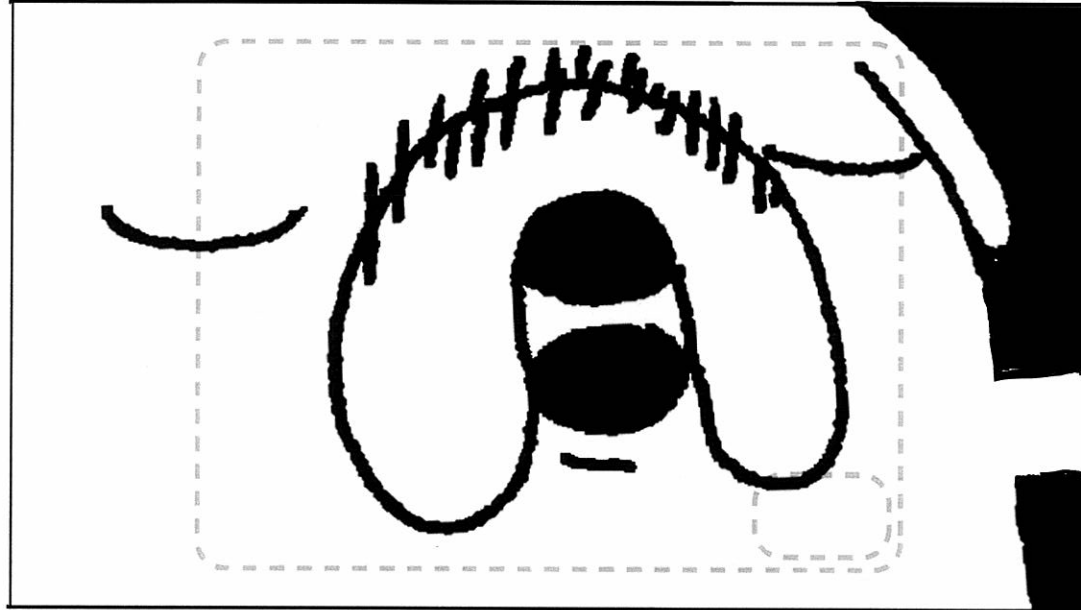
Page 25

Sc. 20

Pnl. A

Bg.

day night



Sc. 21

Pnl. A

Bg.

day night



Dialog:

J. (WHISPERY) WHAT A GOOD BOY AM I.

Action:

BOYS LOOK EXPECTANTLY.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



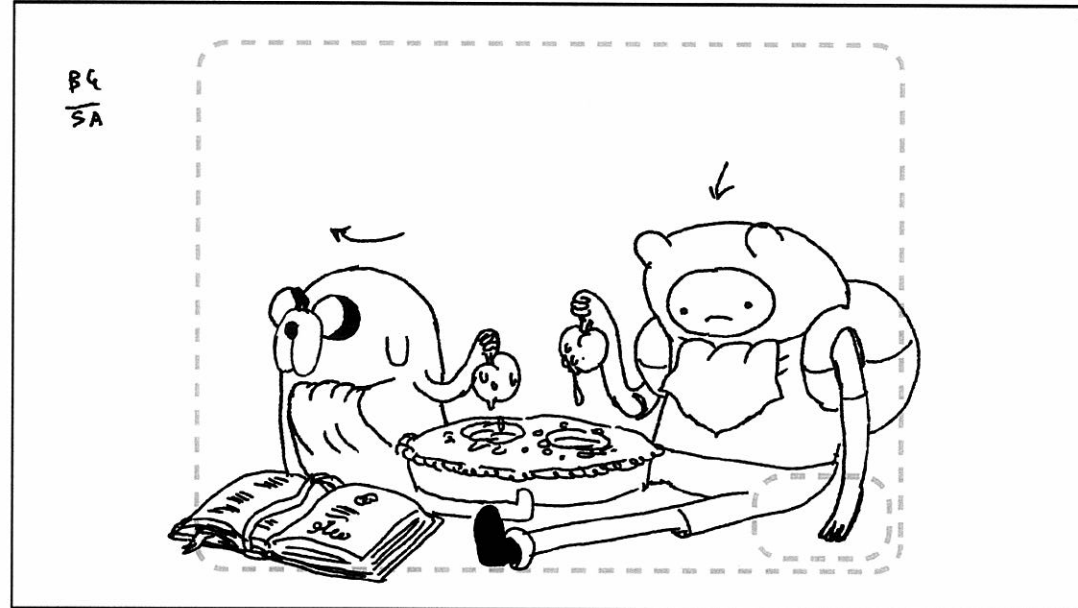
Page 26

Sc. 21

Pnl. B

Bg.

day night

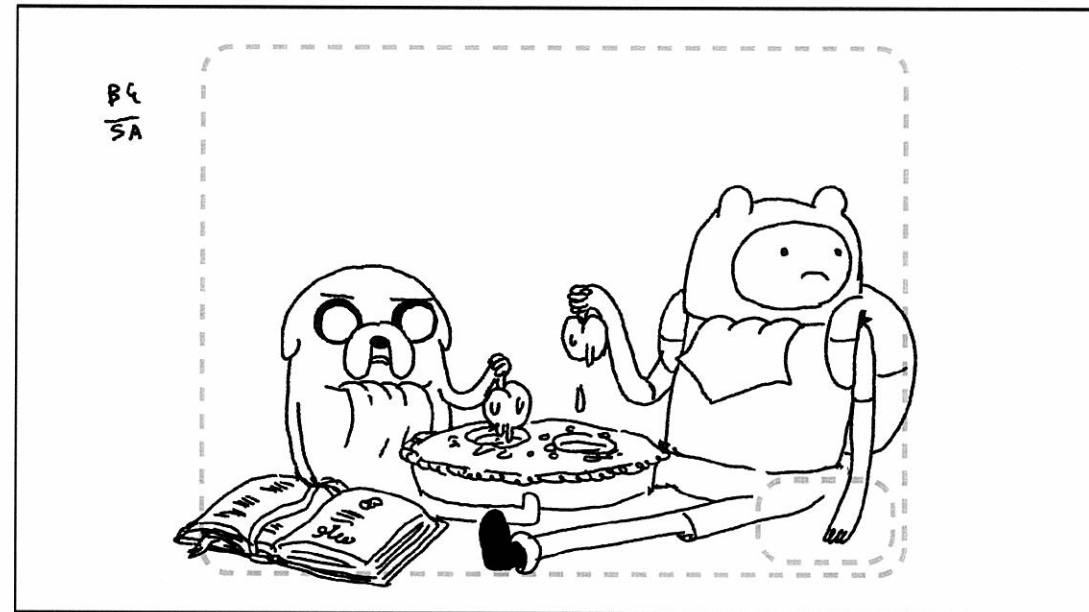


Sc. 21

Pnl. C

Bg.

day night



Dialog:

③ I DON'T FEEL
LIKE A GOOD BOY...

Action:

(LOOKING AROUND)

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



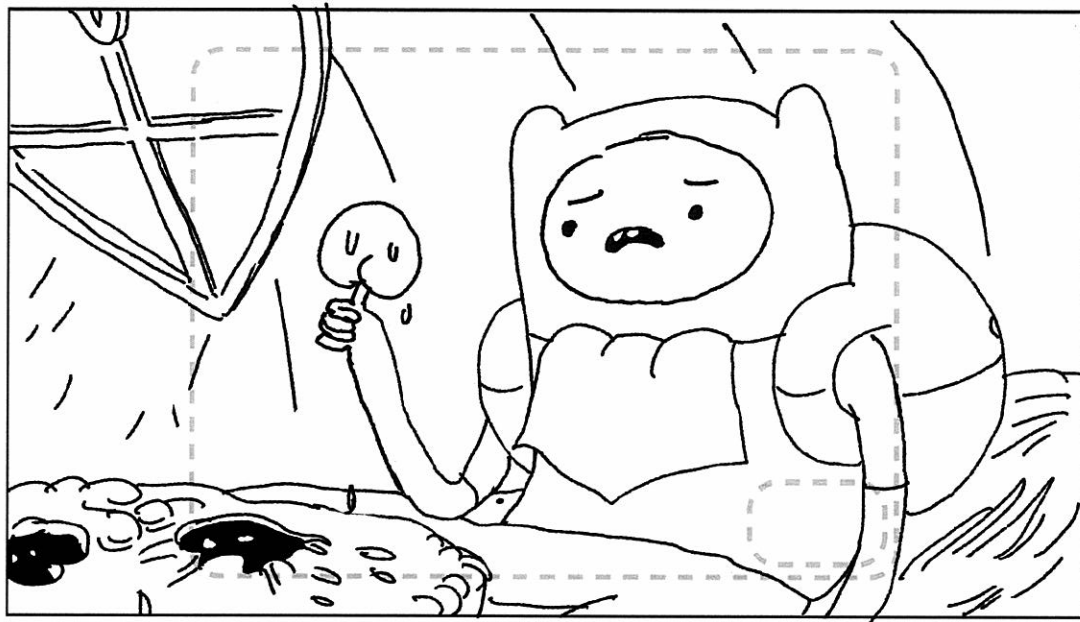
Page 27

Sc. 22

Pnl. A

Bg.

day night

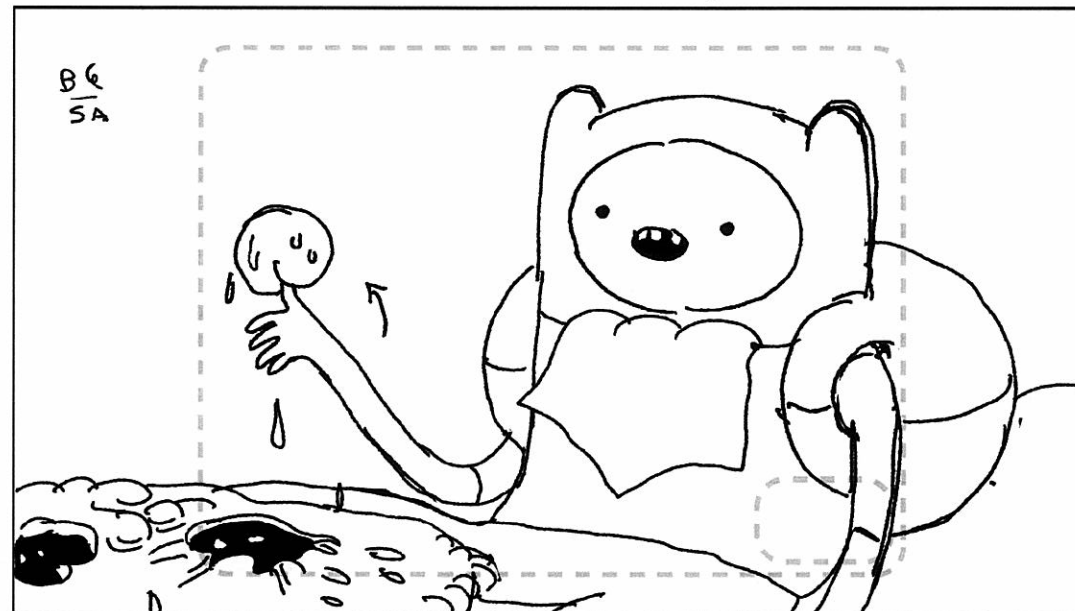


Sc. 22

Pnl. B

Bg.

day night



Dialog:

(F) / I FEEL LIKE A
MEDIUM BOY ...

(F) /

YOU SURE YOU READ
THE SPELL RIGHT?

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 28

Sc. 23

Pnl. A

Bg.

day night

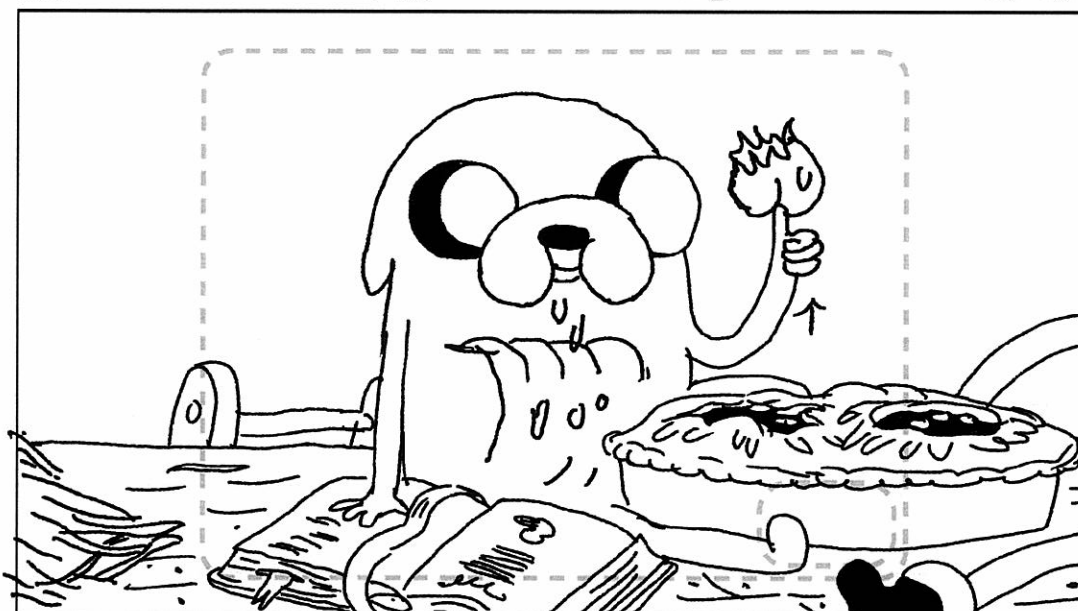


Sc. 23

Pnl. BA

Bg.

day night



Dialog:

①/ (CHEWING) YEAH
(YNUM).

①/ (CHEWING) STILL THOUGH...
(YNAM) PRETTY SWEET.

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



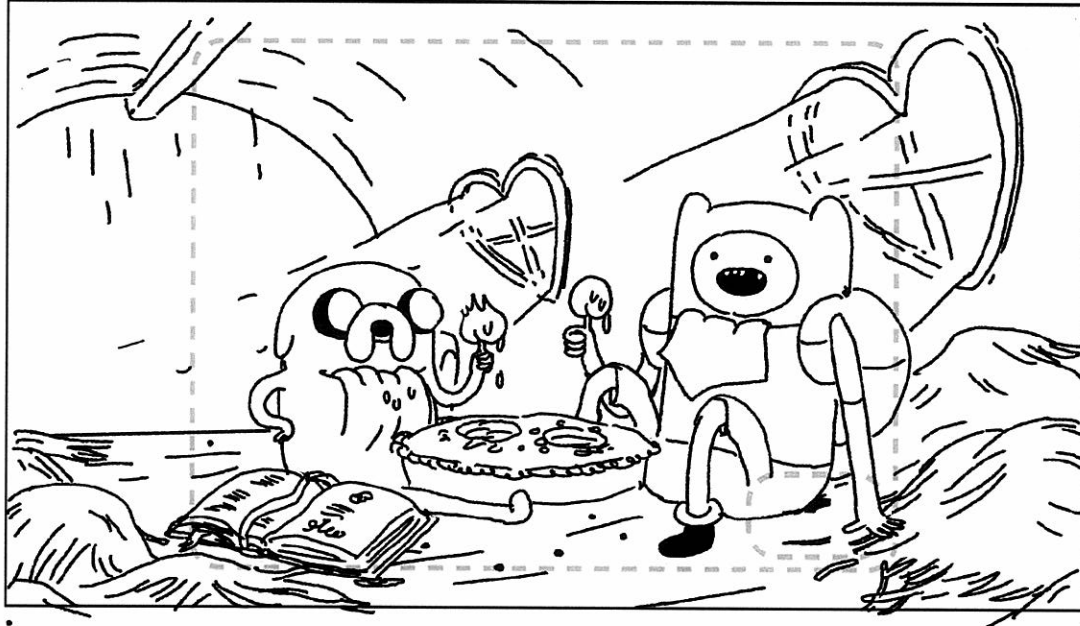
Page 29

Sc. 24

Pnl. A

Bg.

day night

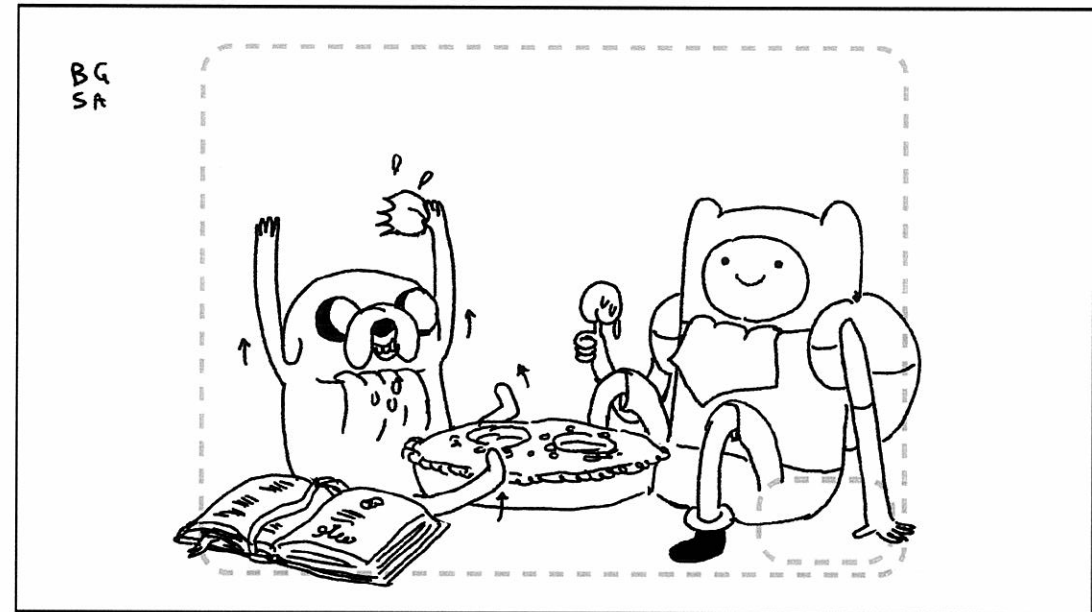


Sc. 24

Pnl. B

Bg.

day night



Dialog:

ⓕ/ WANT TO KEEP
STICKING OUR THUMBS
IN STUFF UNTIL IT WORKS?

ⓐ/ YEAH!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



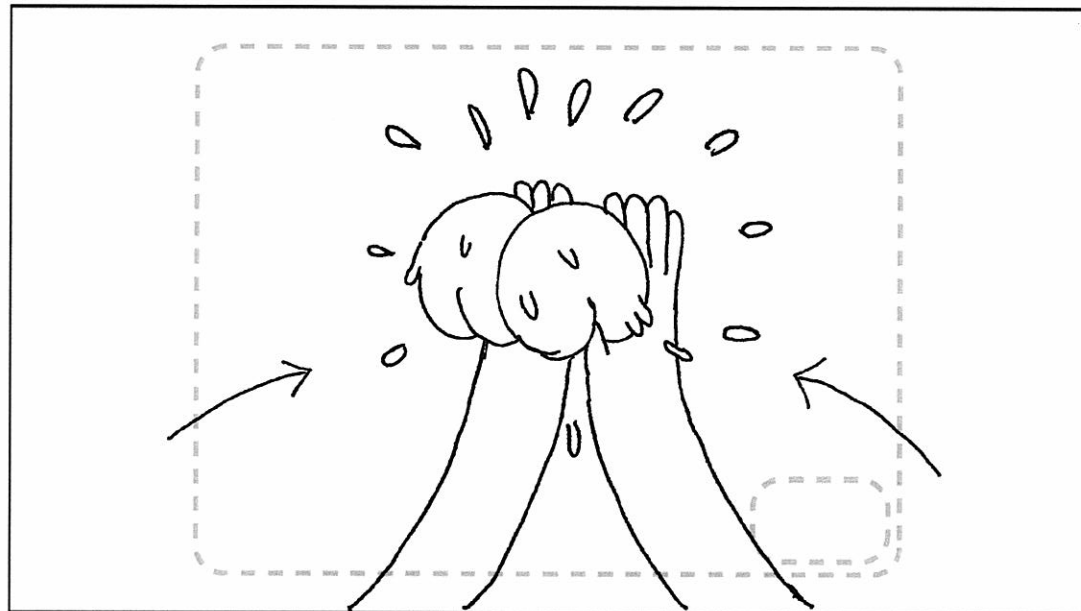
Page **30**

Sc. 25

Pnl. A

Bg.

day night

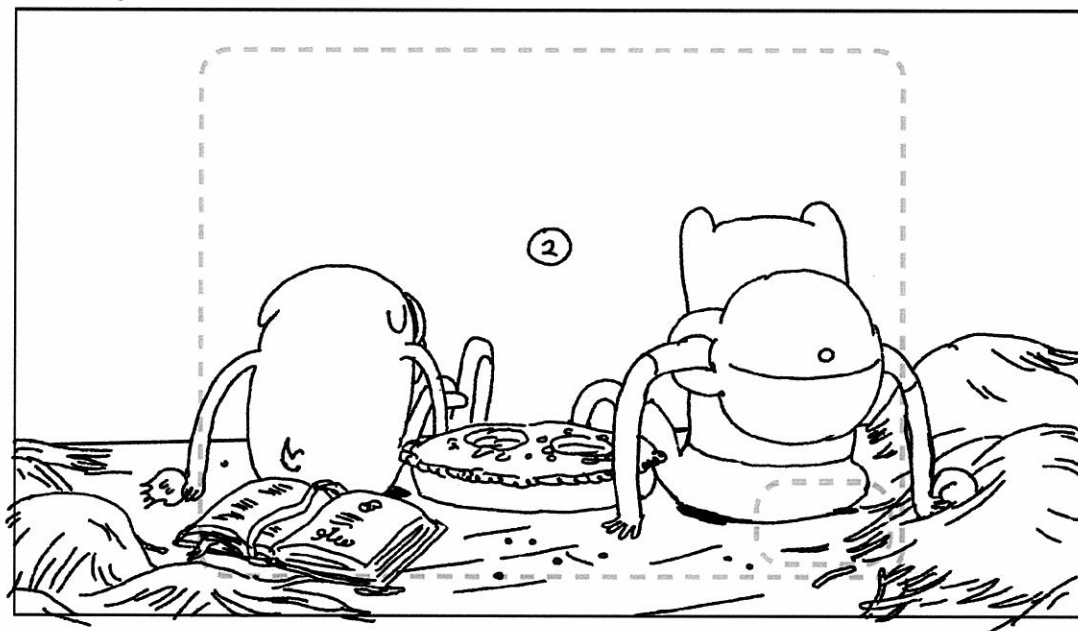


Sc. 26

Pnl. A

Bg.

day night



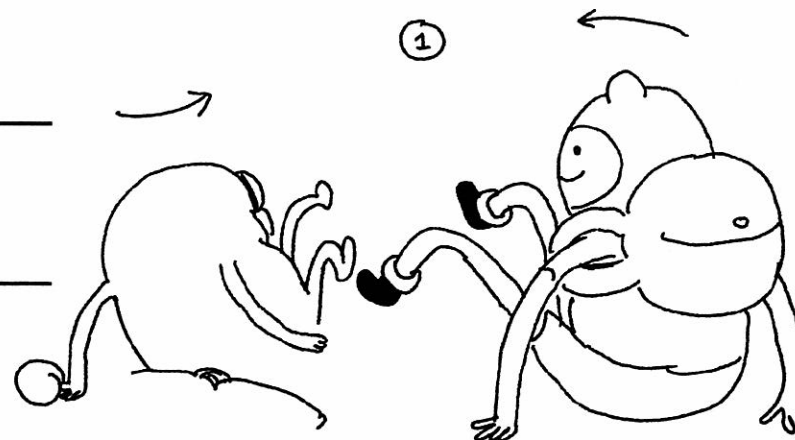
Dialog:

''' SFX - SQUIRT '''

Action:

(HIGH FIVE)

Timing:



EPISODE # **1014-107**

Production :

ADVENTURE TIME



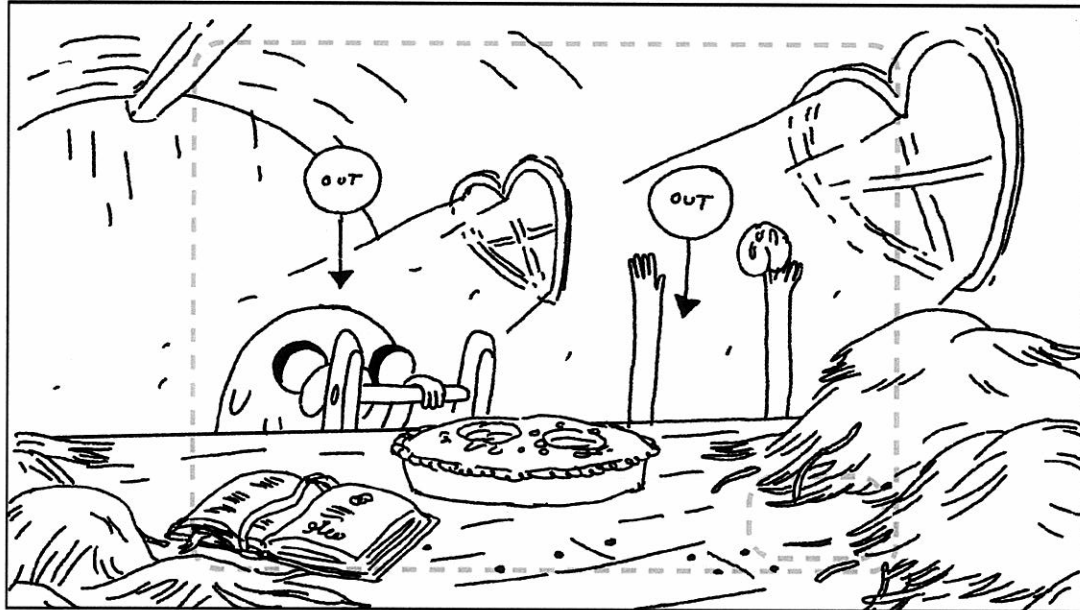
Page **31**

Sc. 26

Pnl. B

Bg.

day night

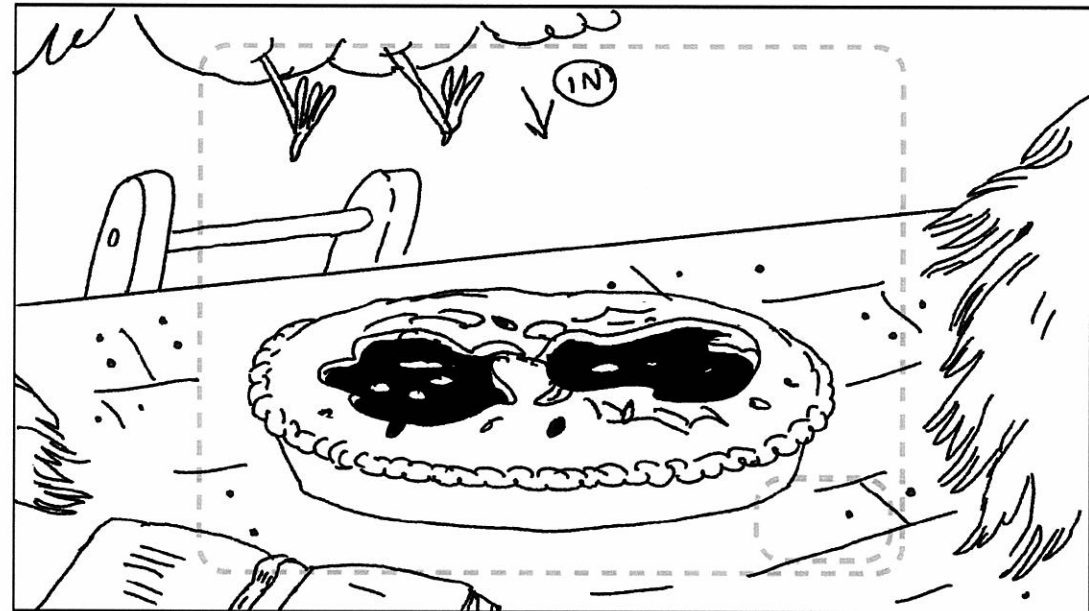


Sc. 27

Pnl. A

Bg.

day night



Dialog:

(F+J) HUP!

Action:

- (F) SLIPS OVER HAY LOFT EDGE
- (J) CLIMBS DOWN LADDER.

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



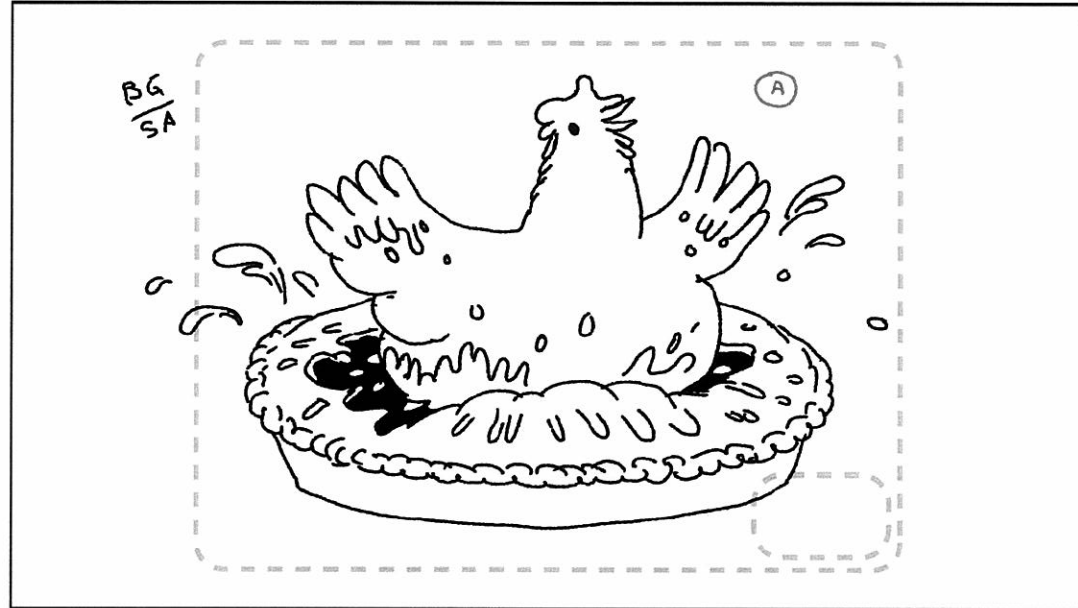
Page 32

Sc. 27

Pnl. B

Bg.

day night

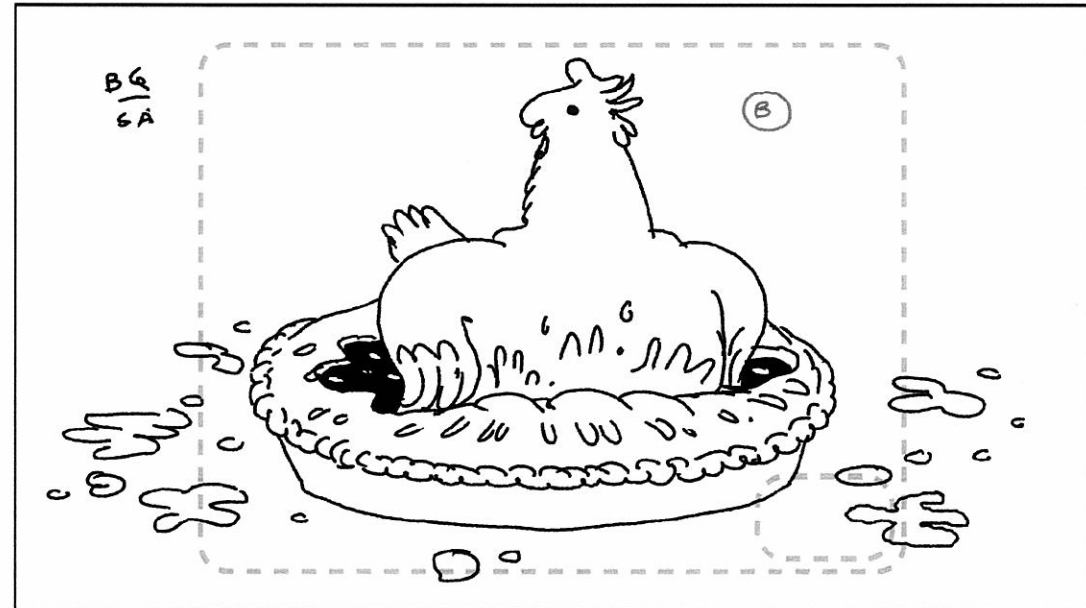


Sc. 27

Pnl. C

Bg.

day night



Dialog:

Action:

CHICKEN SPLASHES AROUND IN
PIE LIKE IT WAS A BIRD BATH.
(QUICK LITTLE SPLASHES)

CHICKEN CYCLE.
(A) (B) (A) (B) (A) (B) (A) (B)

Timing:

1014-107

EPISODE #

Production :

ADVENTURE TIME



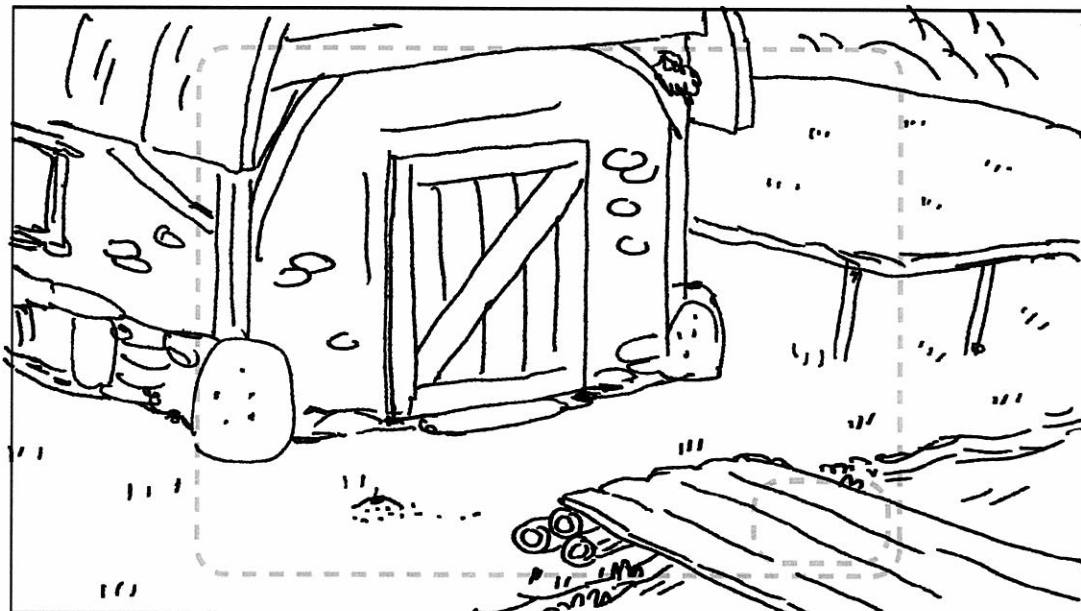
Page **33**

Sc. 28

Pnl. A

Bg.

day night

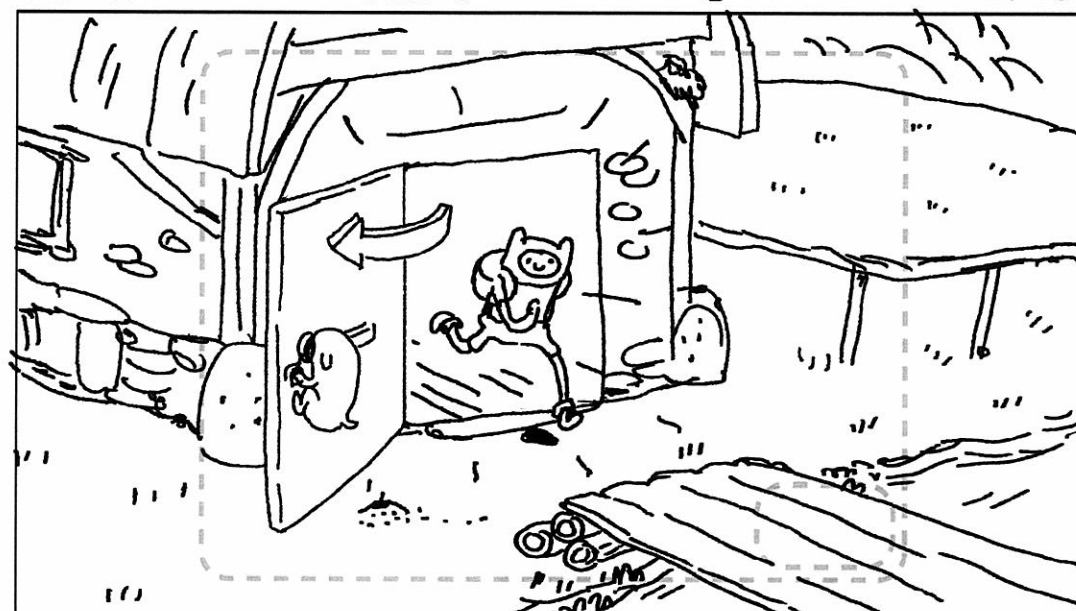


Sc. 28

Pnl. B

Bg.

day night



Dialog:

Action:

- F+J BURST OUT OF DOOR,
- JAKE SWINGS ON HANDLE.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



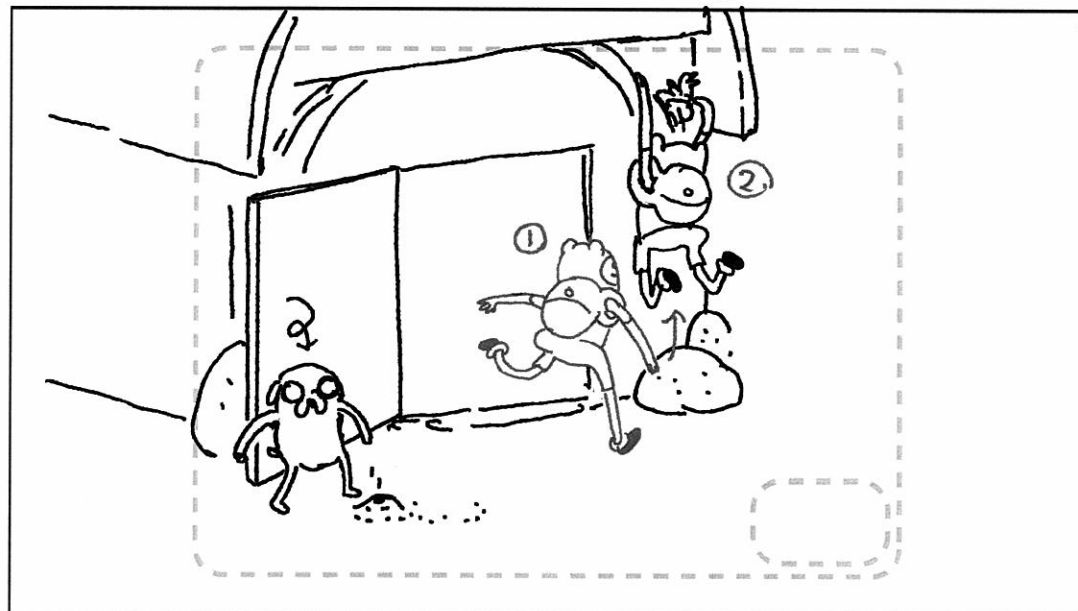
Page 34

Sc. 28

Pnl. C

Bg.

day night

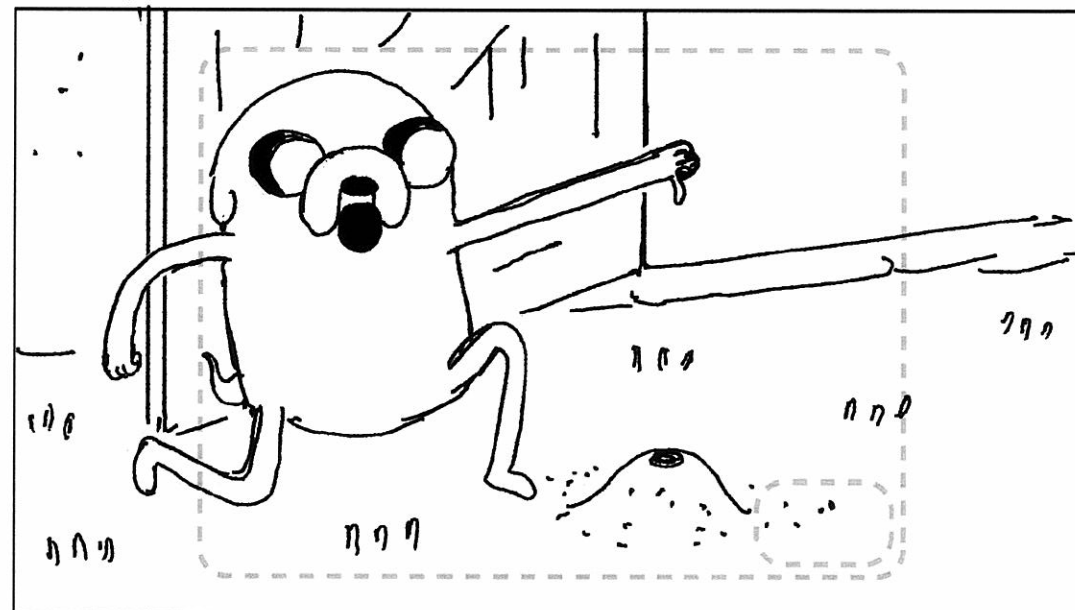


Sc. 29

Pnl. A

Bg.

day night



Dialog:

⑤ / OHWH -

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



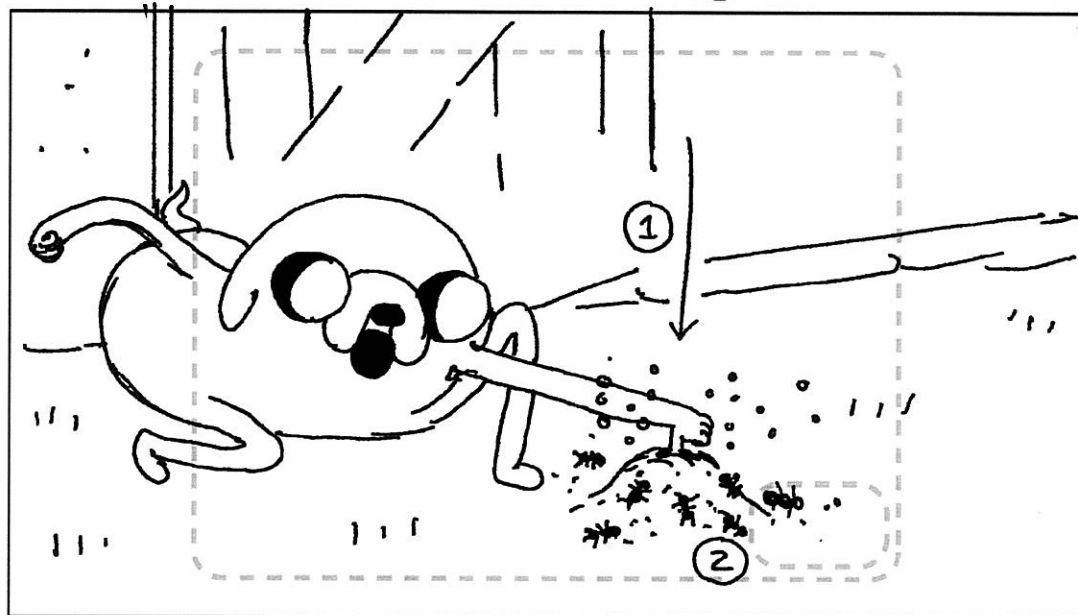
Page 35

Sc. 29

Pnl. B

Bg.

day night



Sc. 30

Pnl. A

Bg.

day night



Dialog:

(J) / (CONT) - ATA GOODBOY AMI!

(F) (1+2) /
OHWHATA GOODBOY AMI!

Action:

- ① THUMB COMES DOWN
- ② ANTS COME OUT.

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



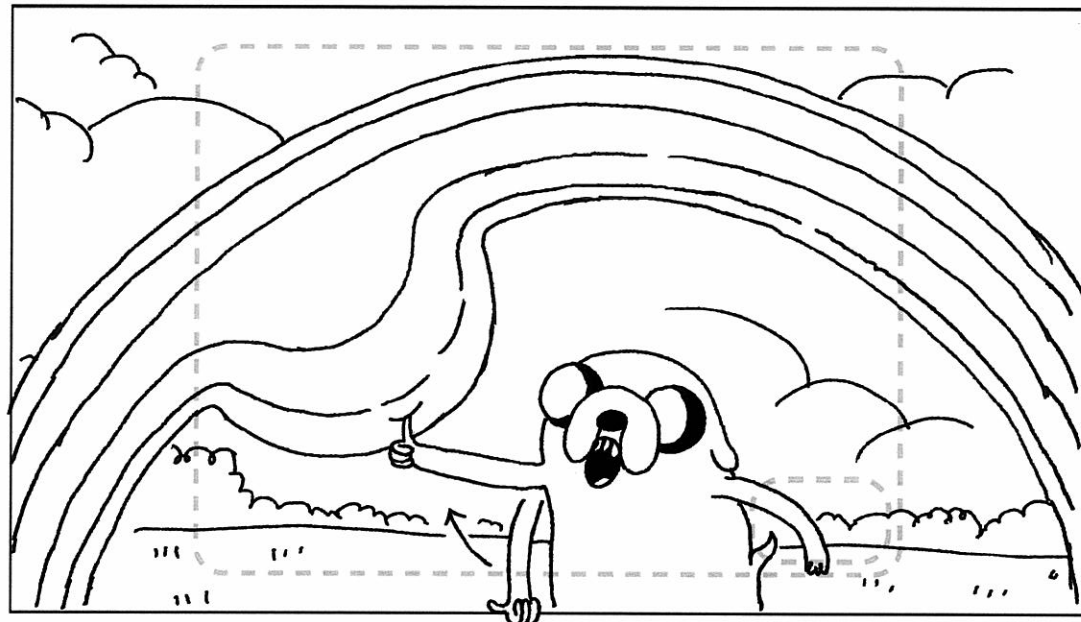
Page 36

Sc. 31

Pnl. A

Bg.

day night

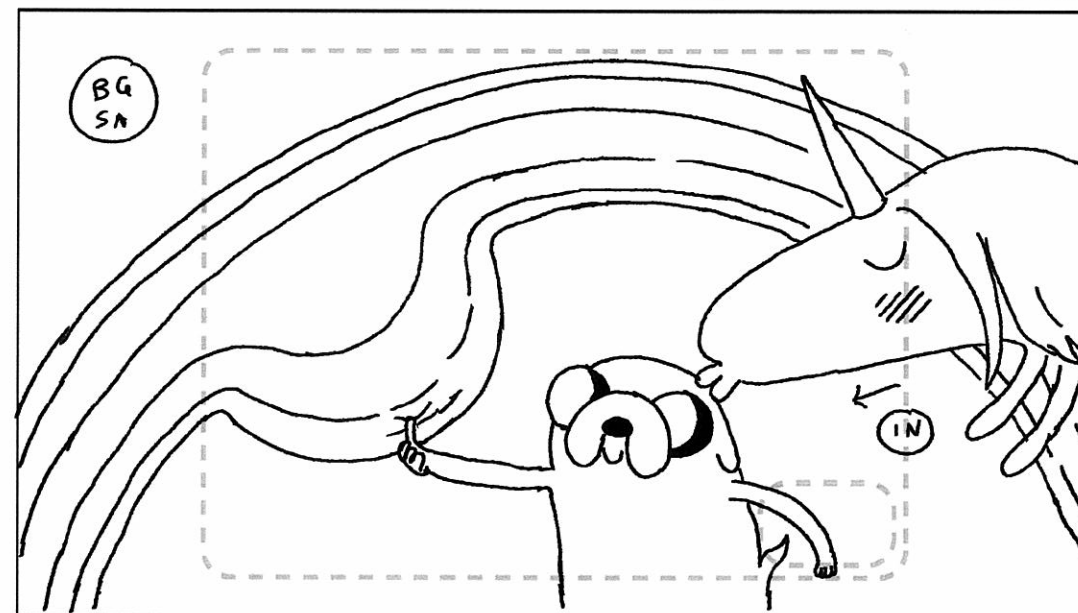


Sc. 31

Pnl. B

Bg.

day night



Dialog:

⑤ / OH WHAT A GOOD BOY AM I!

Action:

LADY LEANS IN, GIVES HIM
A PECK.

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



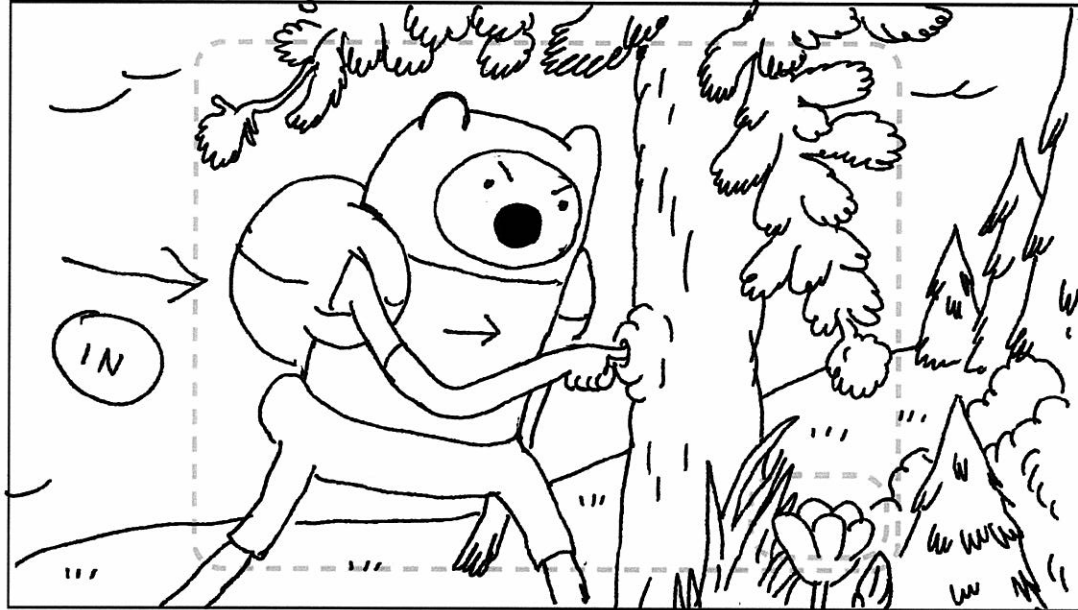
Page 37

Sc. 32

Pnl. A

Bg.

day night



Sc. 32

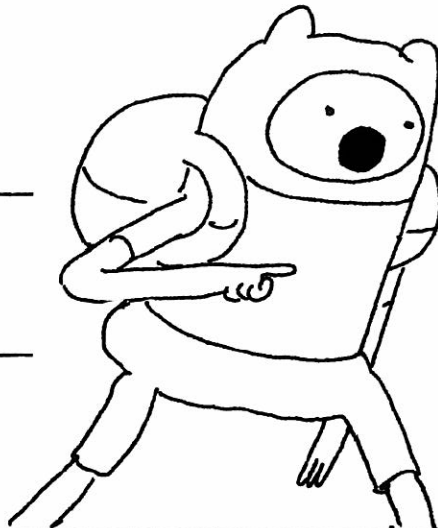
Pnl. B

Bg.

day night



Dialog:



(F) / OHWHATA GOOP
BOYAMI!

Action:

(F) SHOUES THUMB IN
KNOT

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



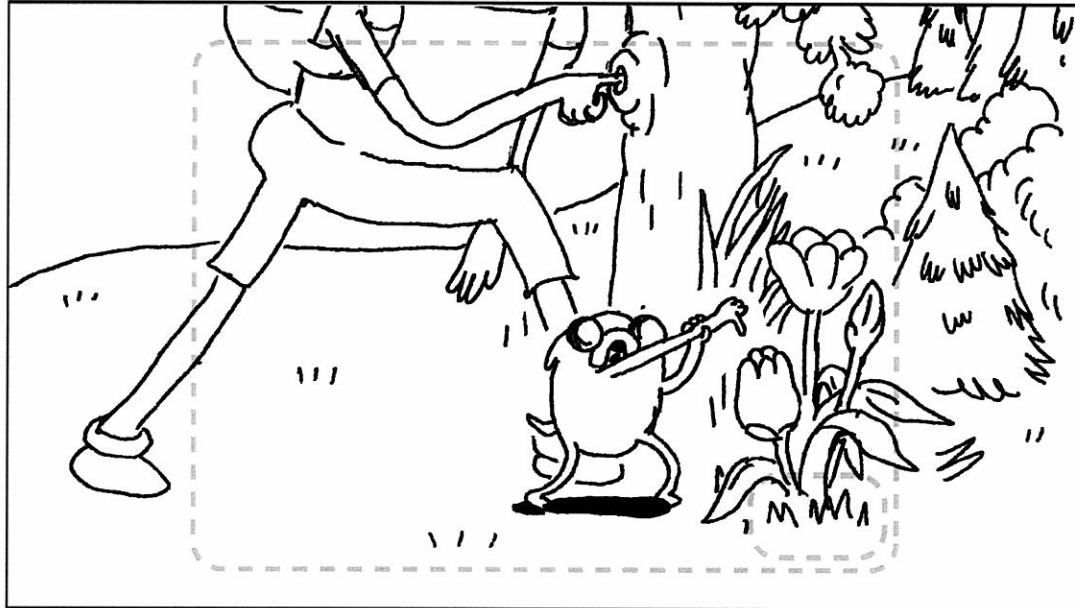
Page **38**

Sc. 32

Pnl. C

Bg.

day night

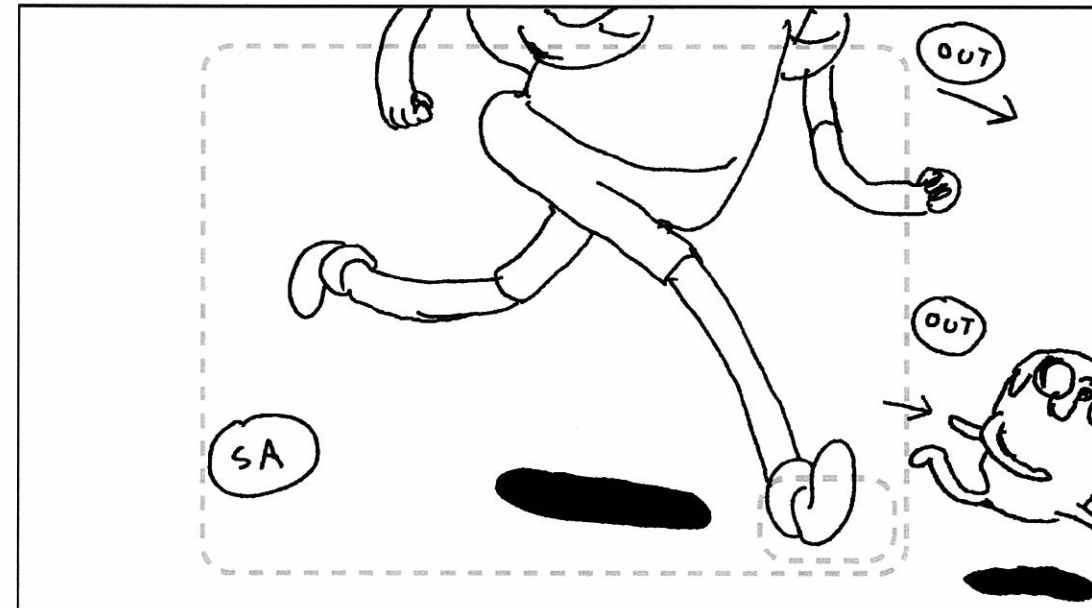


Sc. 32

Pnl. D

Bg.

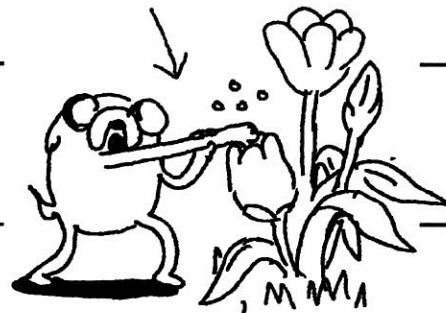
day night



Dialog:

⑤ | OH WHAT A GOOD BOY AM I!

Action:



Timing:

EPISODE # **1014-107**

Production :

ADVENTURE TIME



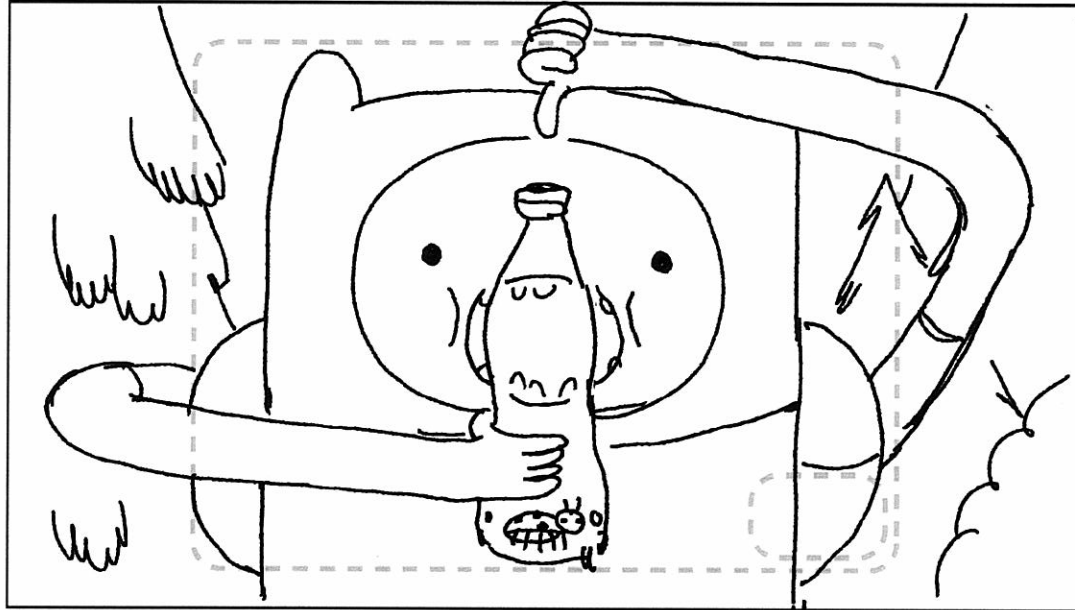
Page 39

Sc. 33

Pnl. A

Bg.

day night

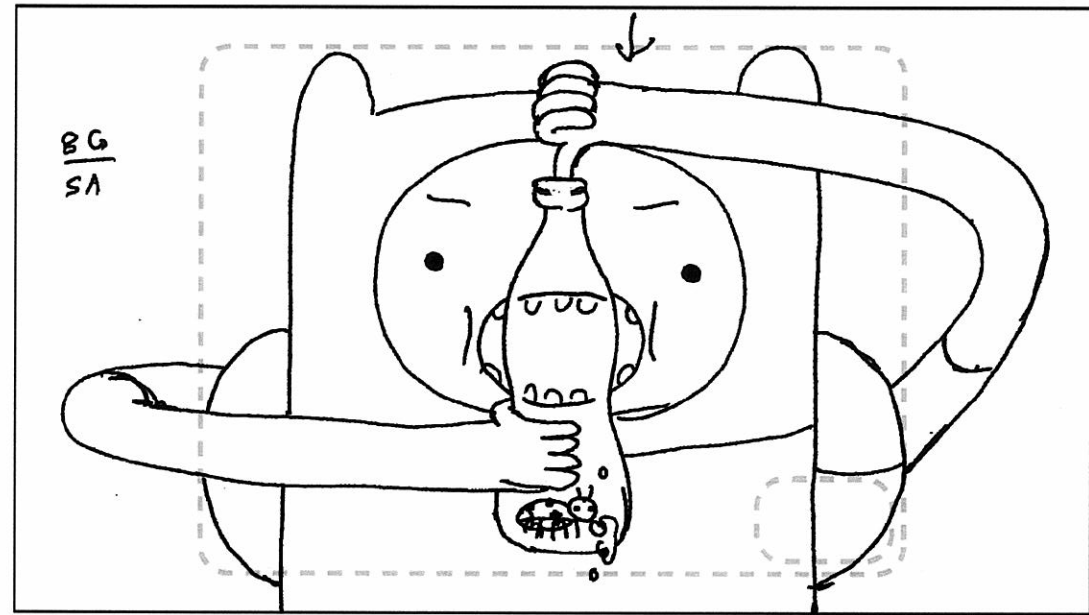


Sc. 33

Pnl. B

Bg.

day night



Dialog:

(F) OH WHAT A GOOD BOY AM I!

Action:

Timing:

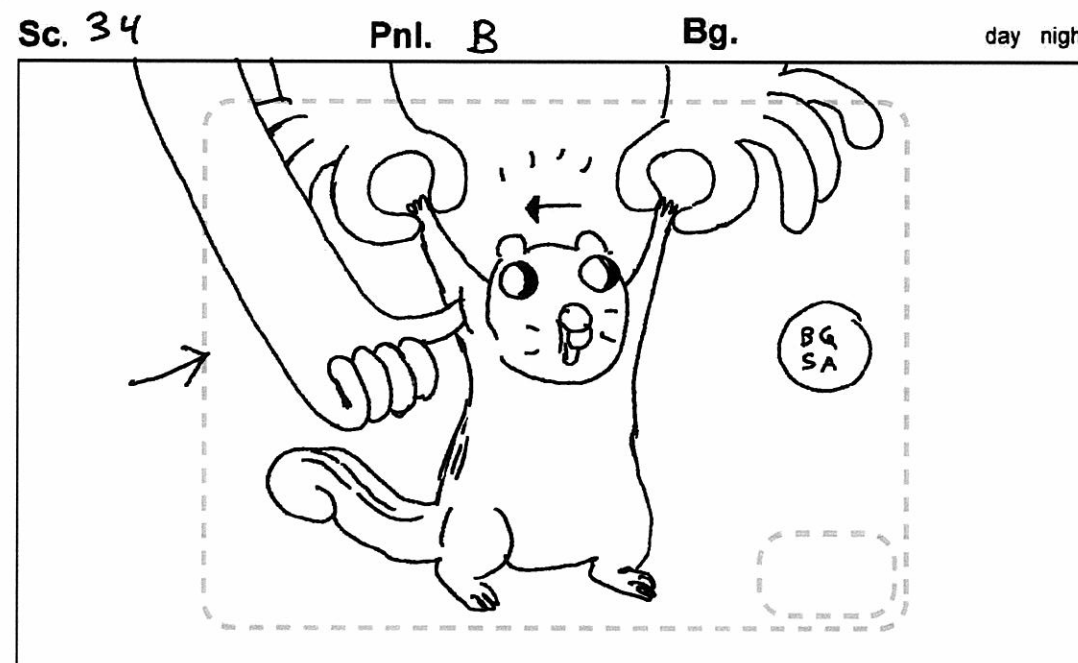
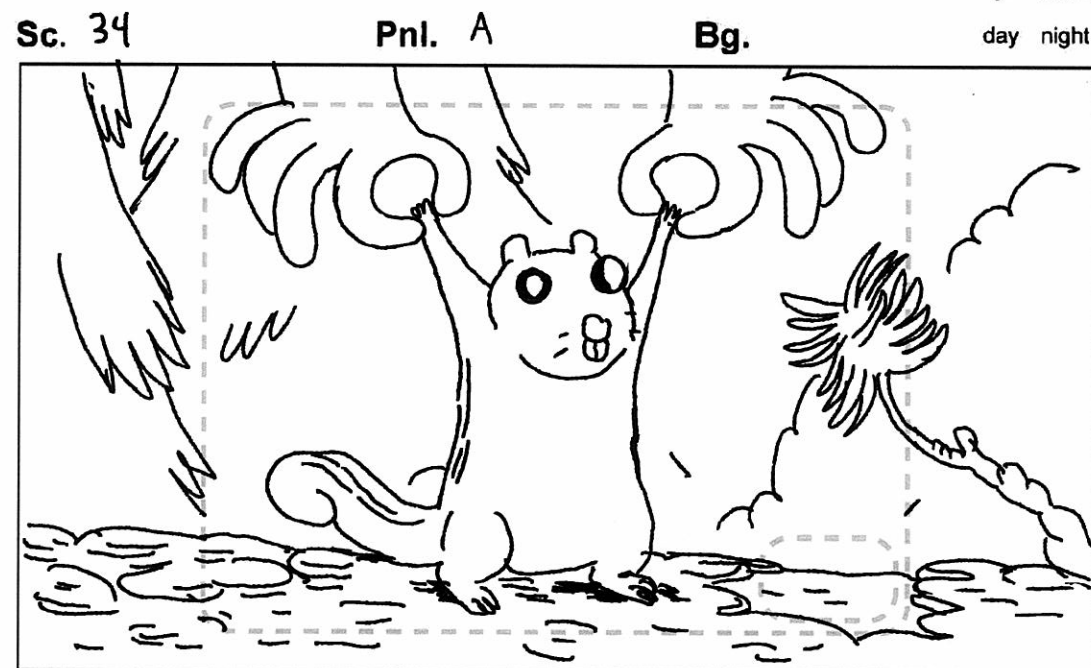
EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 40



Dialog:

⑤ / HEY.

Action:

• FINN HOLDING CHIP.

CHIPMUNK / ≡ SHORT GHASP ≡

Timing:



BREATH OUT
≡ CHIP'S BREATHING REALLY HARD ≡



BREATH IN

EPISODE # 1014-107

Production :

ADVENTURE TIME



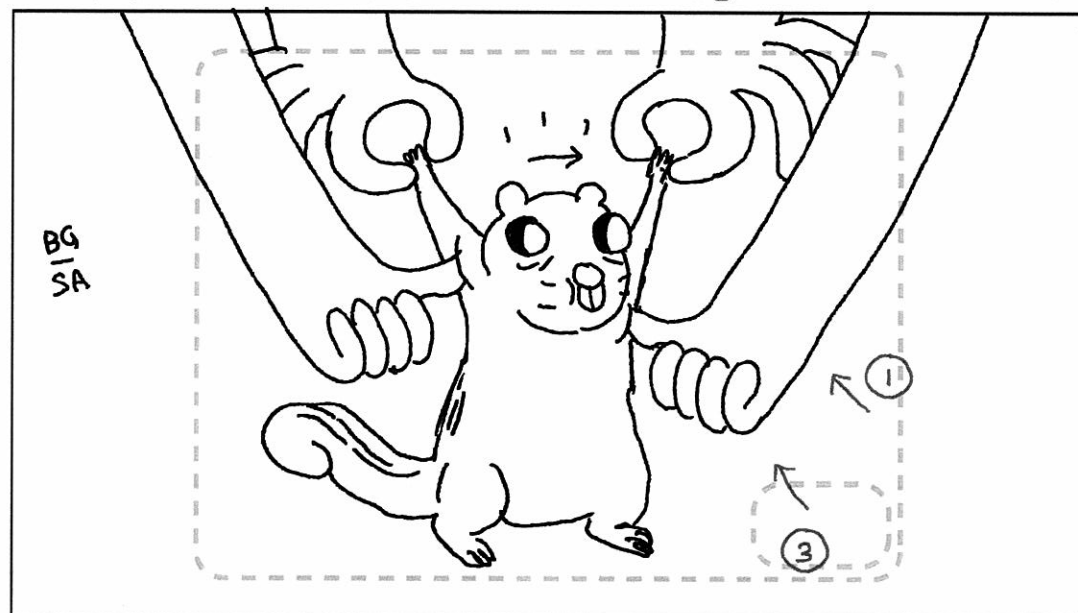
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Sc. 34

Pnl. C

Bg.

day night

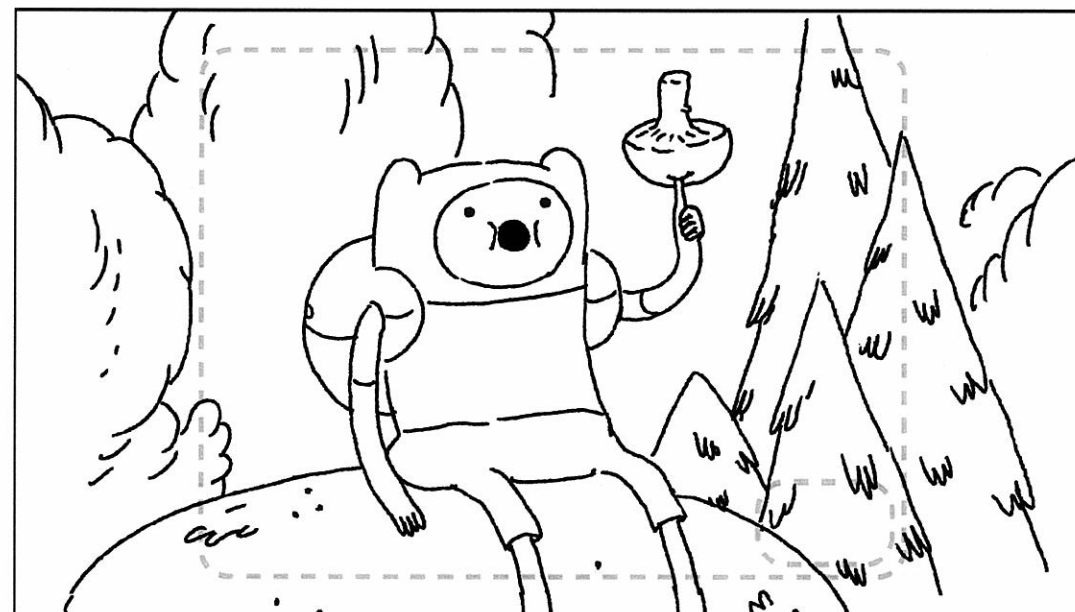


Sc. 35

Pnl. A

Bg.

day night



Dialog:

(J) OH W H A T A G O O D B O Y A M I

Action:

• JAKE POKES CHIP'S
PIT TWICE
• CHIPMUNK BREATHING
FAST

Timing:



(F) (TIRED) INHALE

OH W H A G U B O Y I . . .

Production :

EPISODE #

1014-107

ADVENTURE TIME



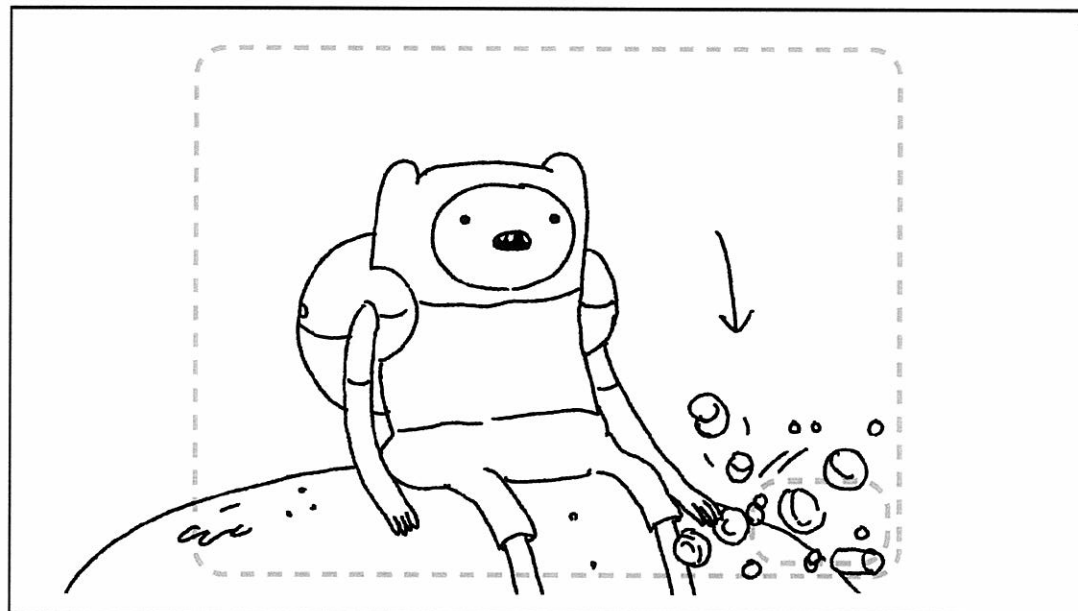
Page 42

Sc. 35

Pnl. b

Bg.

day night

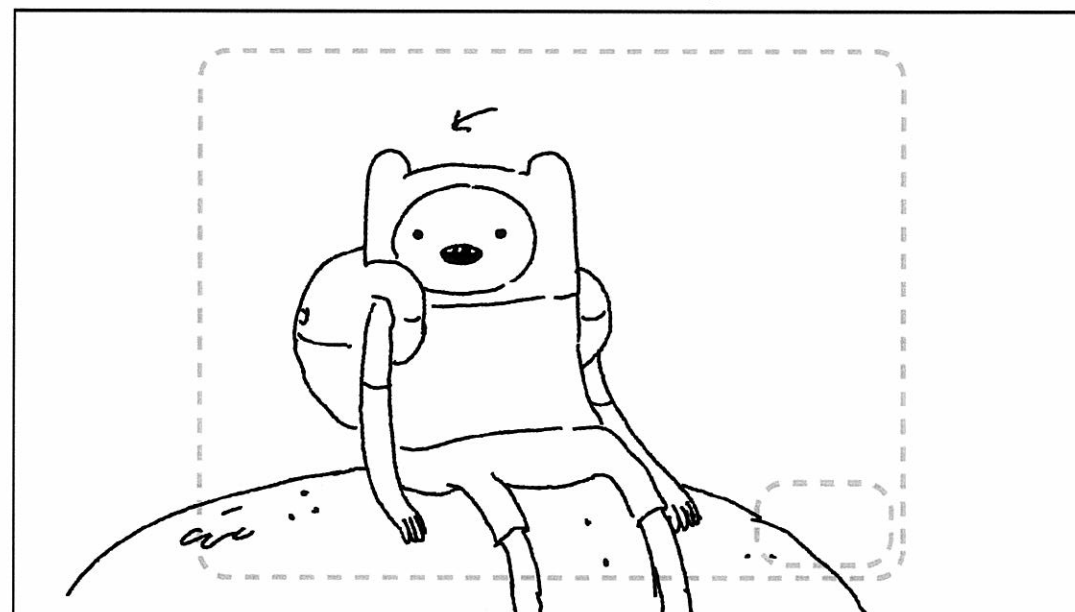


Sc. 35

Pnl. c

Bg.

day night



Dialog:

Ⓕ/ MAN, I'M BUSHED!

Ⓕ/ HOW'RE YOU DOIN', JAKE?

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



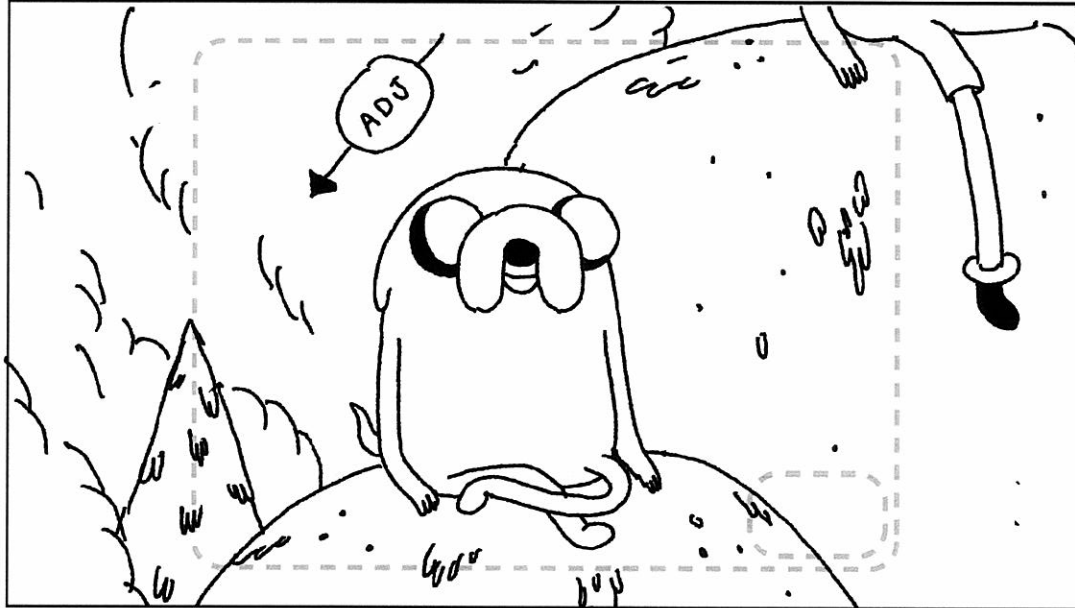
Page 43

Sc. 35

Pnl. D

Bg.

day night

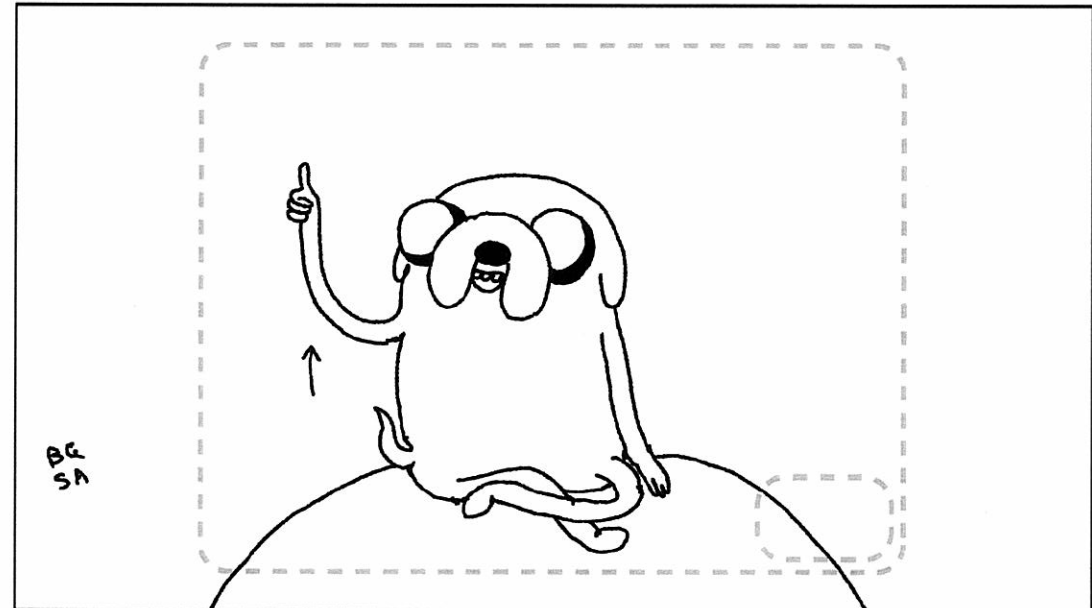


Sc. 35

Pnl. E

Bg.

day night



Dialog:

③ / I THINK I CAN STICK MY -

③ / (CONT) - THUMB INSIDE OF MY THUMB.

Action:

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



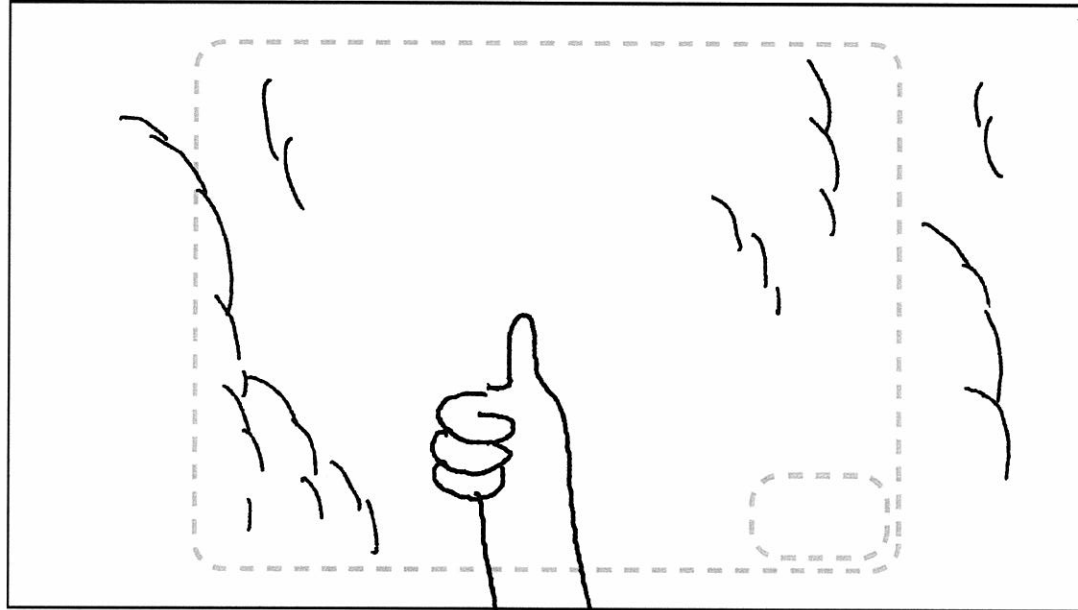
Page 44

Sc. 36

Pnl. A

Bg.

day night

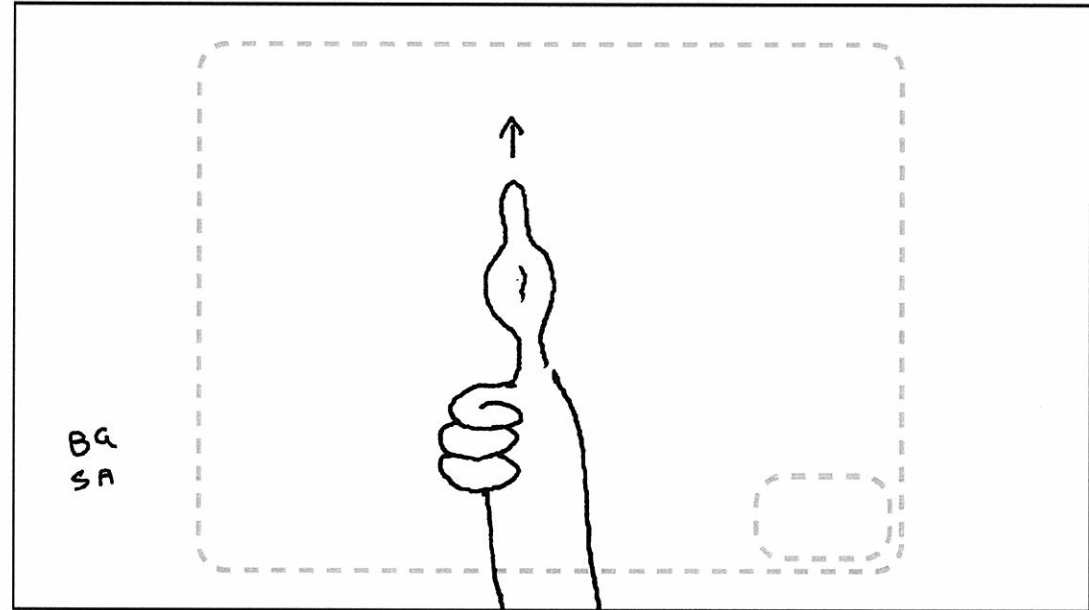


Sc. 36

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



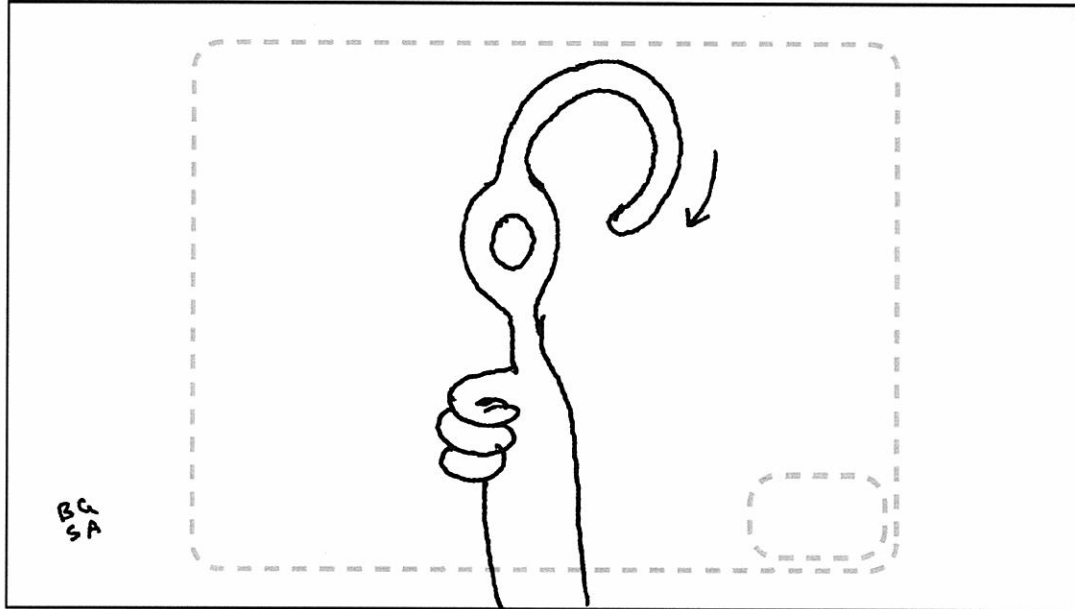
Page 45

Sc. 36

Pnl. c

Bg.

day night

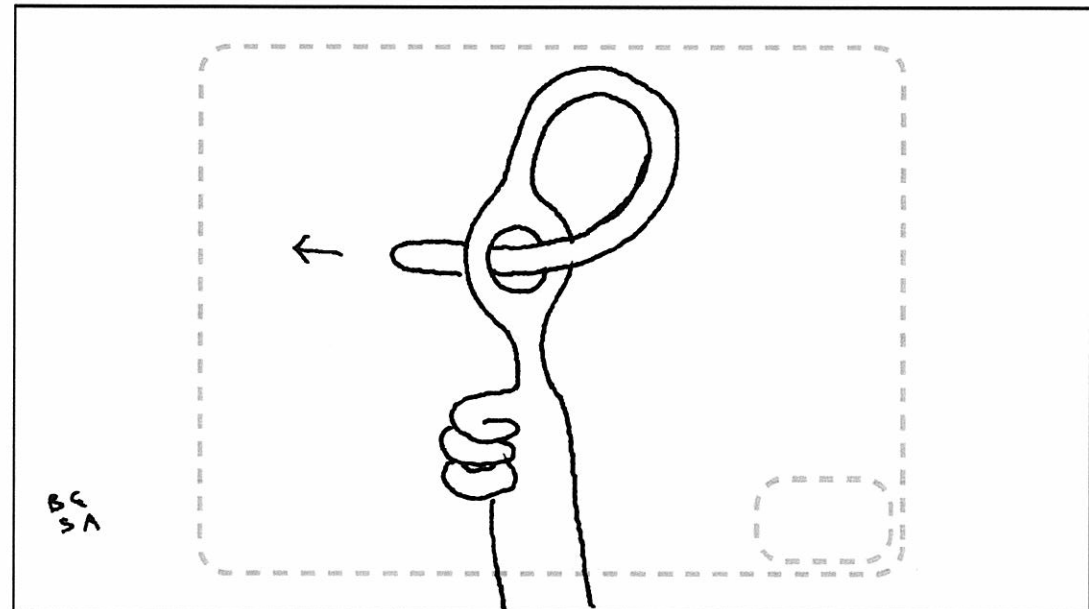


Sc. 36

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



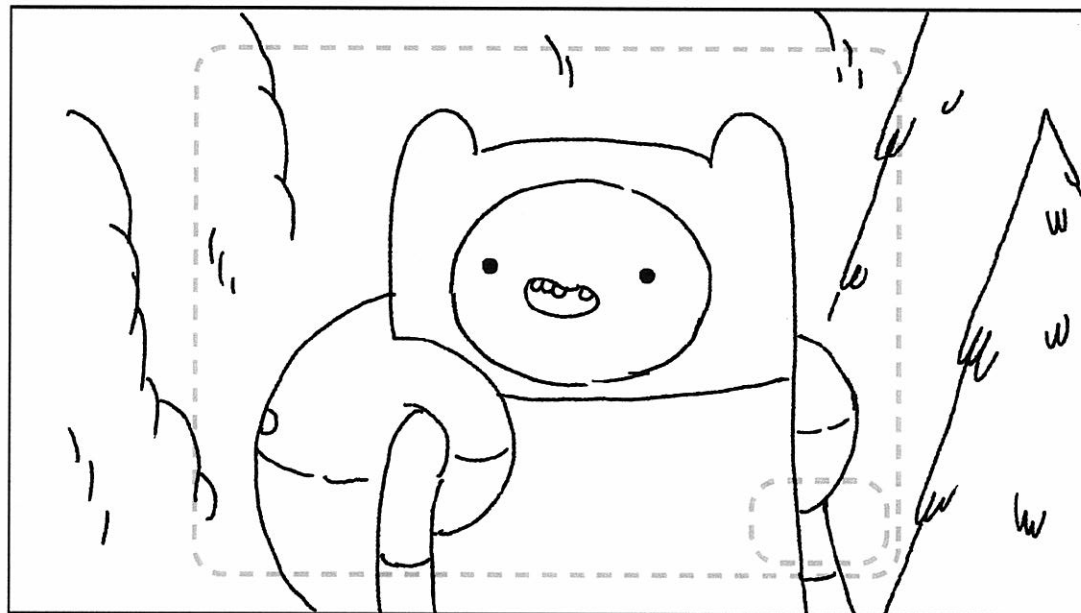
Page 46

Sc. 37

Pnl. A

Bg.

day night

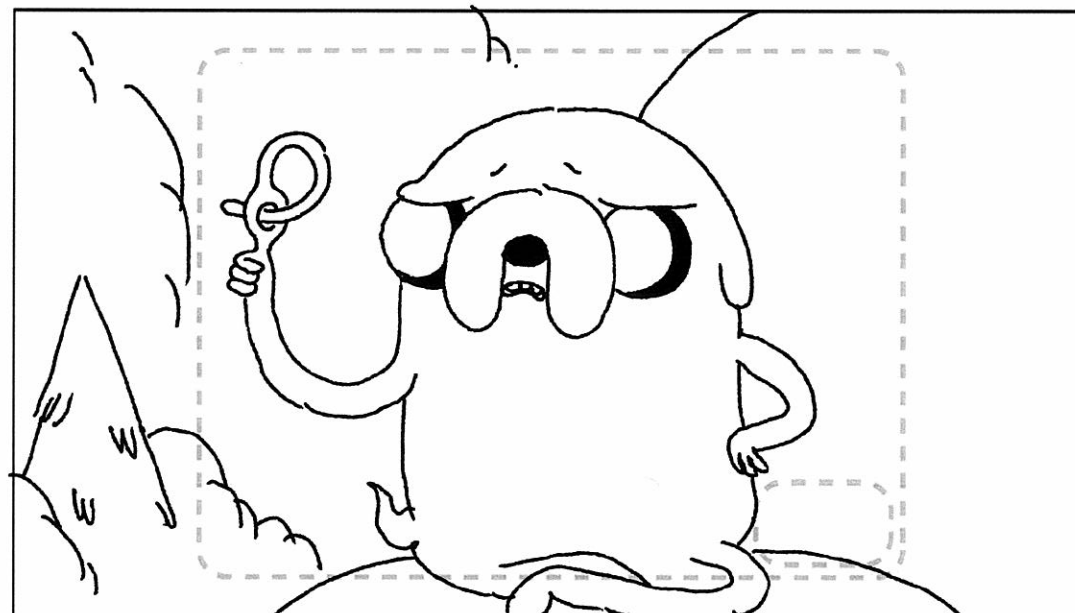


Sc. 38

Pnl. A

Bg.

day night



Dialog:

Ⓕ / COOL! DO YOU FEEL
LIKE A GOOD BOY?

Ⓙ / NO I DON'T.

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



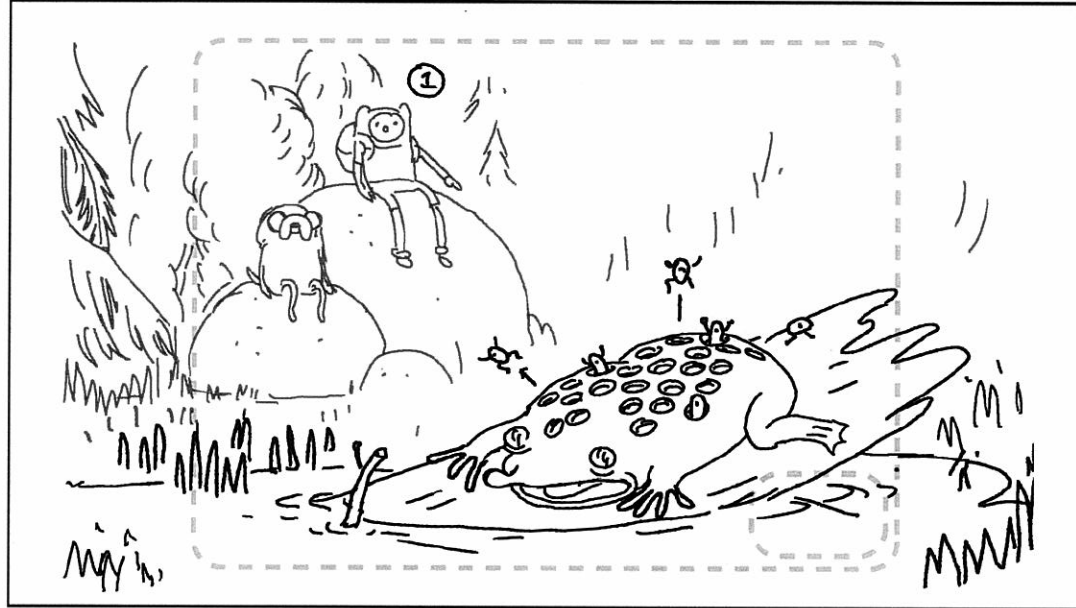
Page 47

Sc. 39

Pnl. A

Bg.

day night

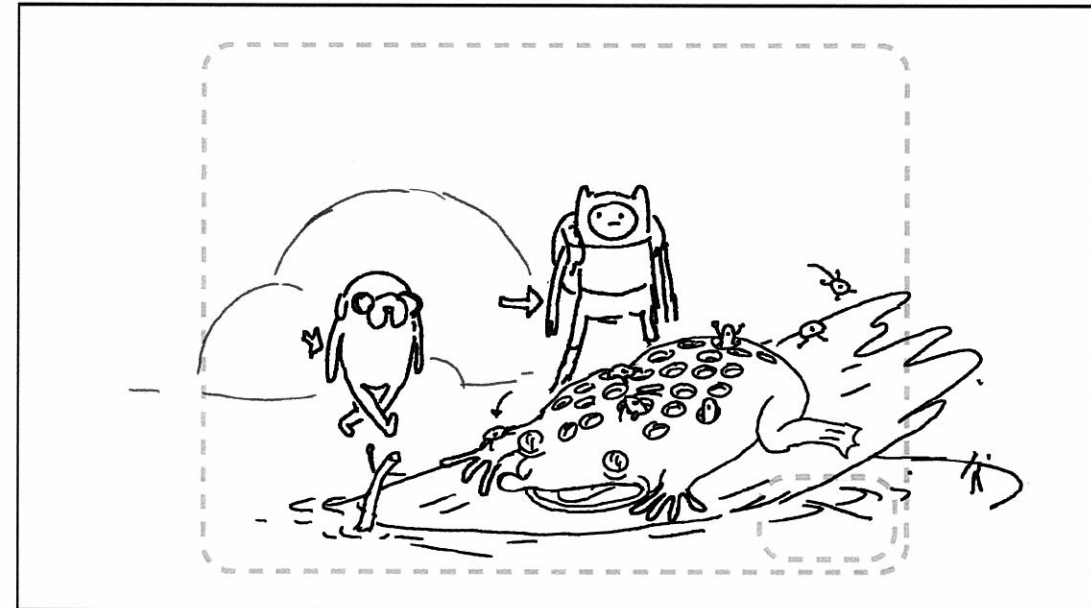


Sc. 39

Pnl. B

Bg.

day night



Dialog:

①/ HEY CHECK OUT THAT
GROSS TOAD!

Action:



Timing:

F+J WALK.
(SURINAM TOAD! IT'S A REAL THING)

EPISODE # **1014-107**

Production :

ADVENTURE TIME



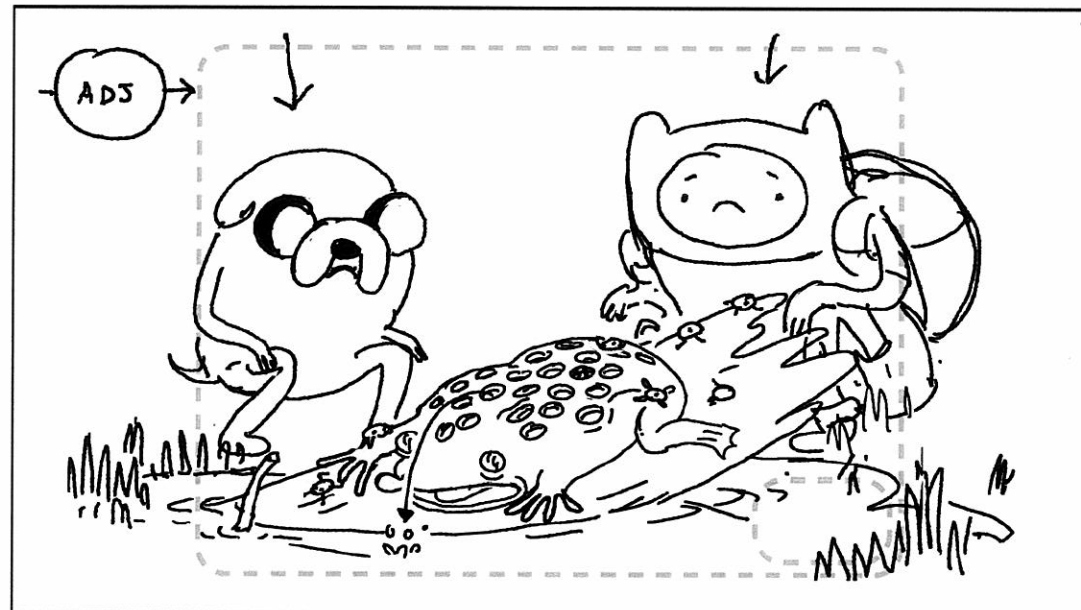
Page 48

Sc. 39

Pnl. C

Bg.

day night

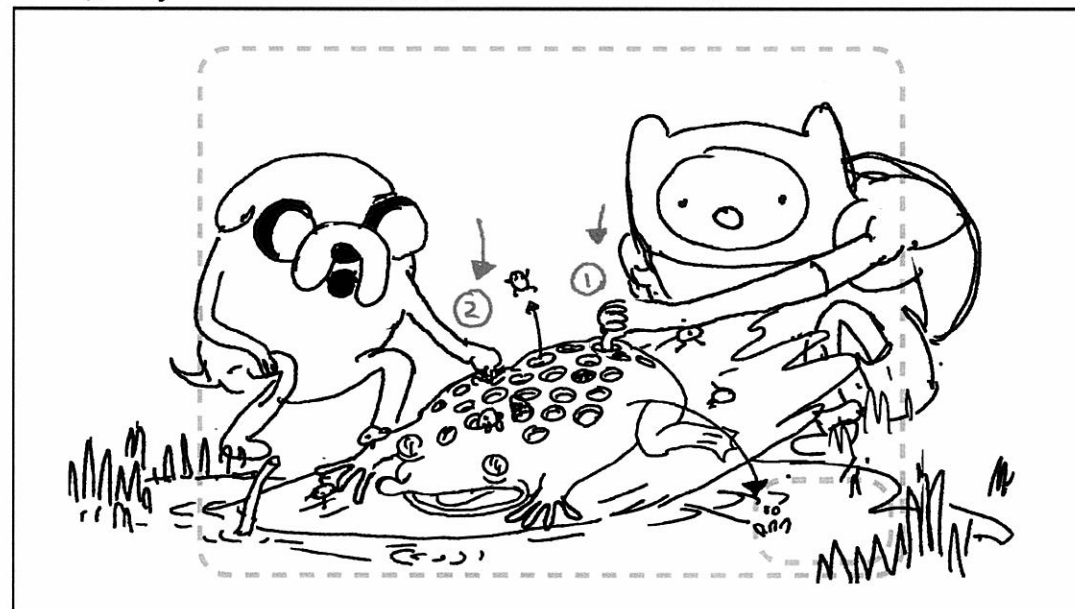


Sc. 39

Pnl. D

Bg.

day night



Dialog:

(F) OH WHAT A GOOD BOY AM I
(J) (OVERLAPPING) OH WHAT A GOOD BOY AM I

Action:

F+J CROUCH DOWN

FINN, THEN JAKE STICKS THUMBS
IN TOAD



Timing:

1014-107

EPISODE #

Production :

ADVENTURE TIME



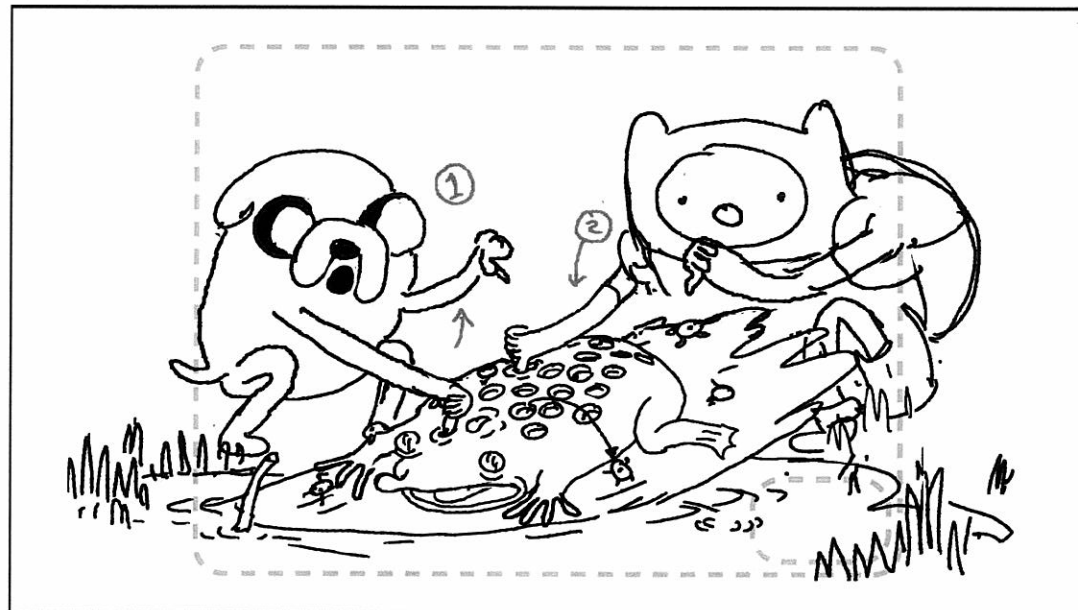
Page 49

Sc. 39

Pnl. E

Bg.

day night

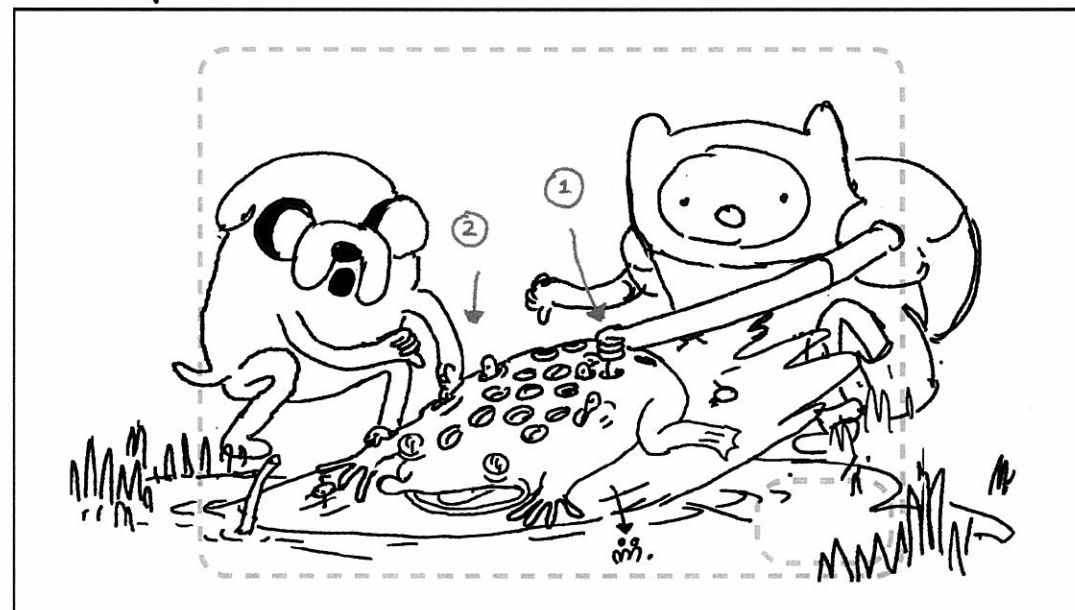


Sc. 39

Pnl. F

Bg.

day night



Dialog:

(F + J) / (OVERLAPPING).
GOOD BOY
GOOD BOY I'M A GOOD BOY

(F + J) / (OVERLAPPING).
GOOD BOY GOOD BOY
I'M A GOOD BOY
GOOD BOY

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



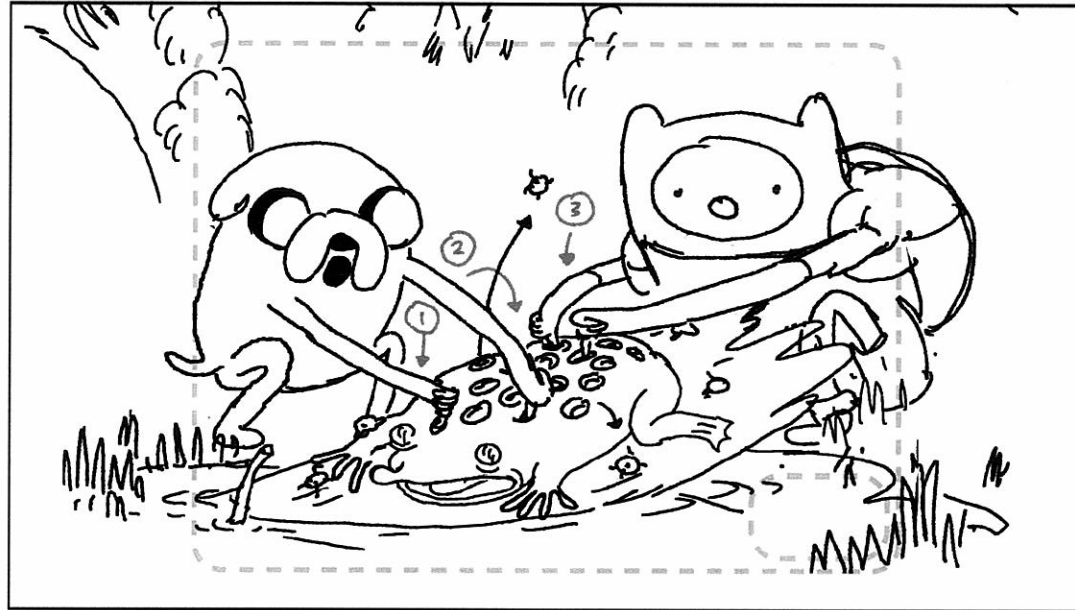
Page 50

Sc. 39

Pnl. G

Bg.

day night



Sc. 39

Pnl. H

Bg.

day night



Dialog:

(F + J) / (OVERLAPPING).

GOODBOY. GOODBOY. GOODBOY

TOAD / CHUCKLES DEEPLY

Action:



Timing:

EPISODE # 1014-107

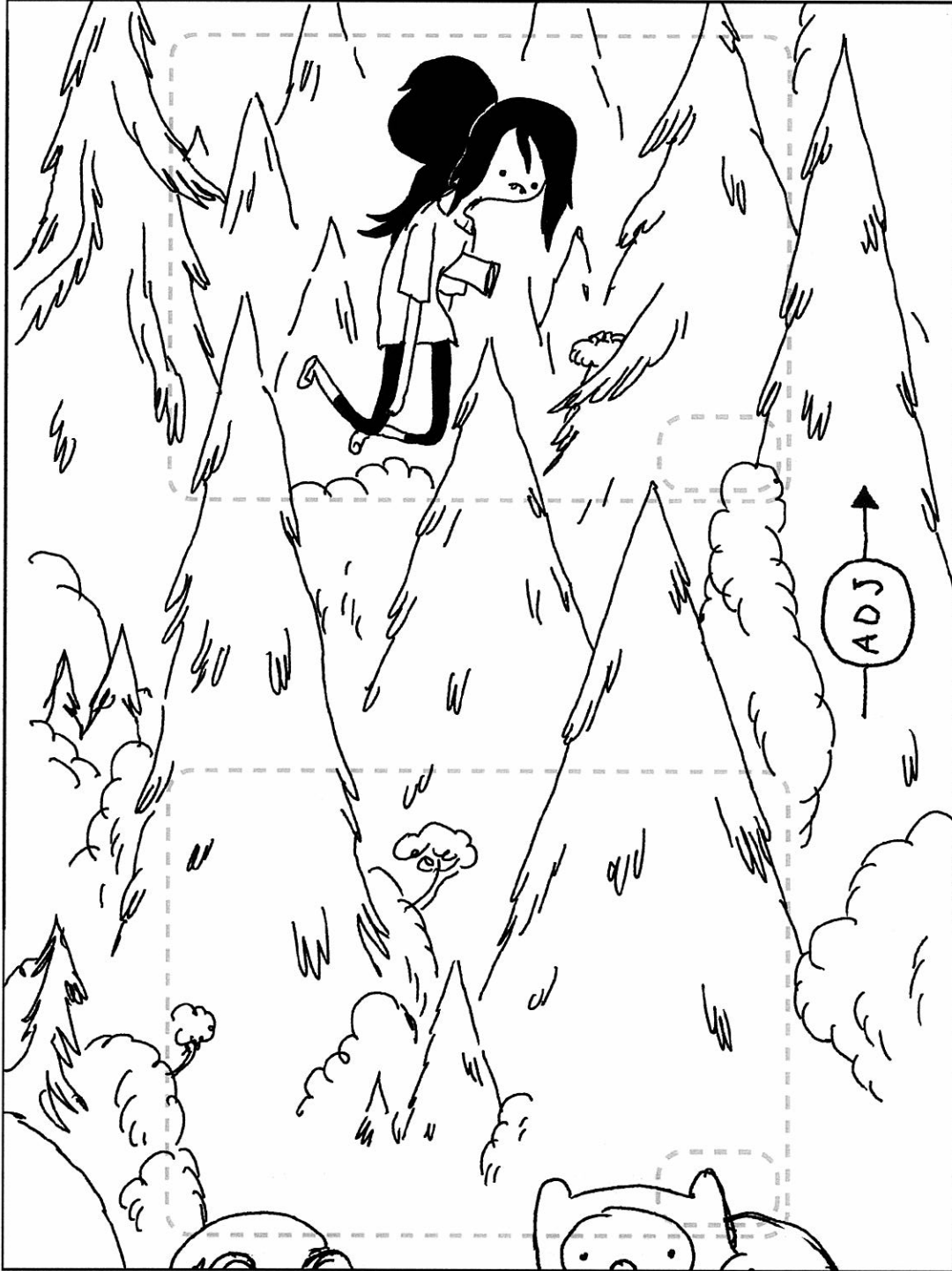
Production :

Sc. 39

Pnl. I

Bg.

day night



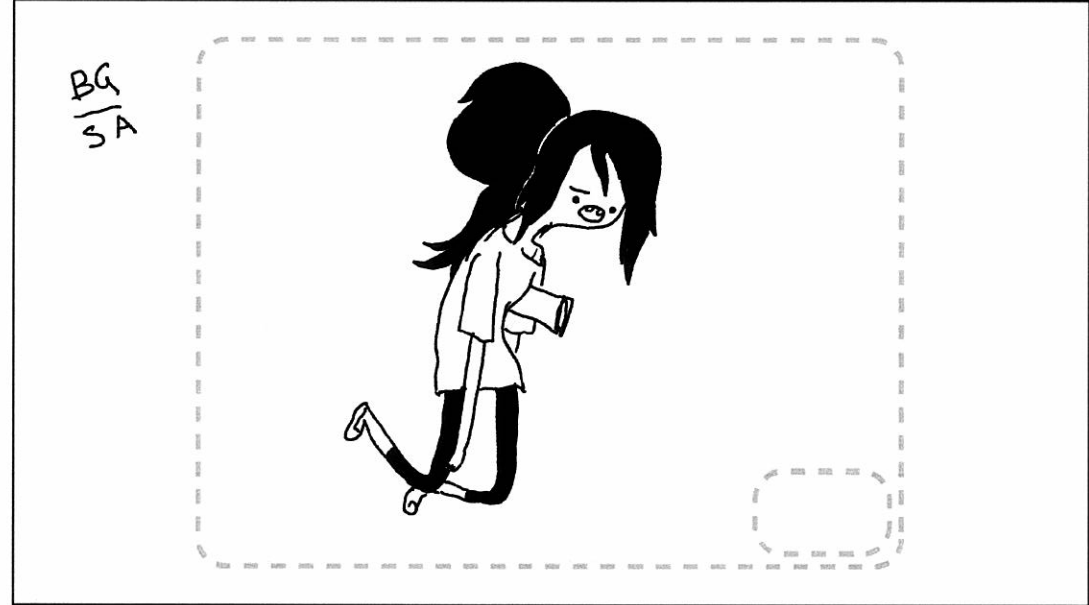
Sc. 39

Pnl. J

Bg.

day night

Page 51



(M) YEAH I DON'T KNOW.

EPISODE # 1014-107

Production :

ADVENTURE TIME



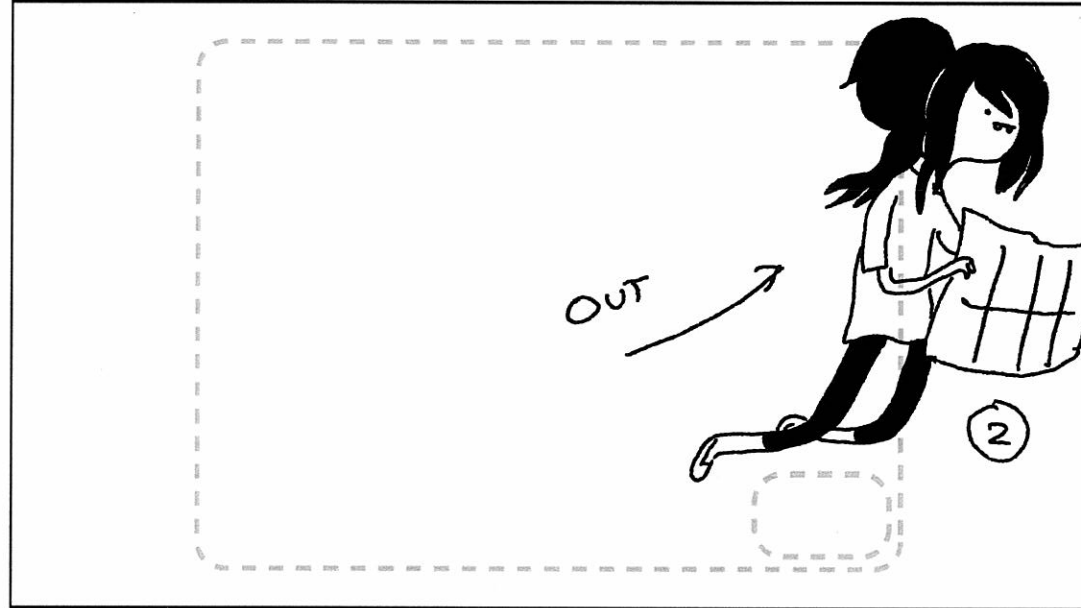
Page 52

Sc. 39

Pnl. K

Bg.

day night

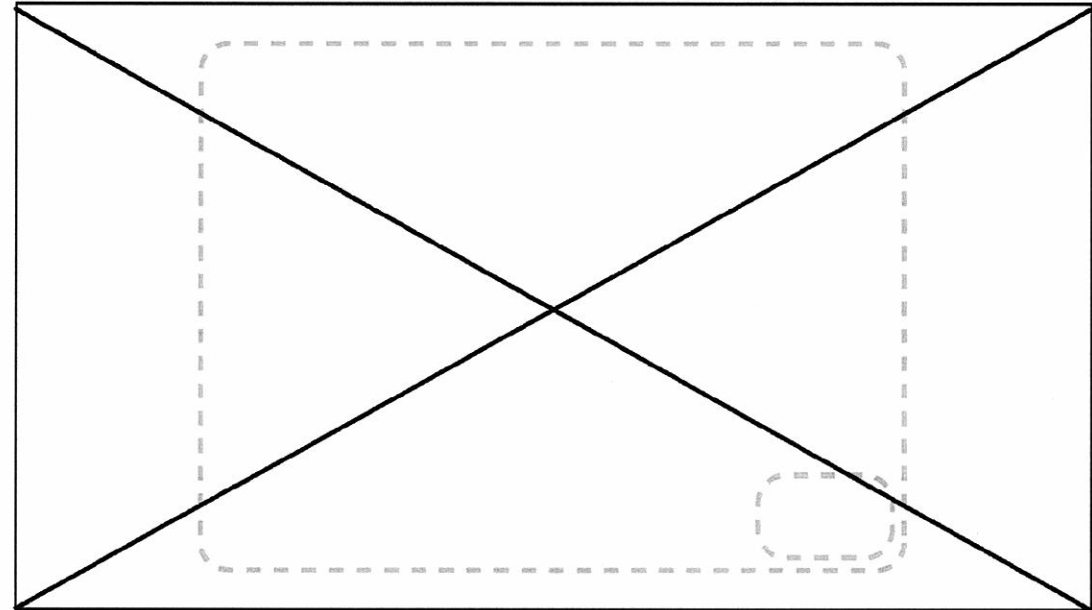


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



UNFOLDS MAP, FLIES OFF.

EPISODE # **1014-107**

Production :

ADVENTURE TIME



Page 53

Sc. 40

Pnl. A

Bg.

day night



Sc. 40

Pnl. B

Bg.

day night



Dialog:

(M) / ARGH!

JEEZE

(M)

I'M NEVER GOING
TO FIND THIS PLACE!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 54

Sc. 40

Pnl. C

Bg.

day night



Sc. 41

Pnl. A

Bg.

day night



Dialog:

(M) / HMM...

Action:

SOUND OF A DISTANT
DRUM SOLO.

GIANT ON A CLIFF,
DRUM SOLO.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 55

Sc. 41

Pnl. B

Bg.

day night

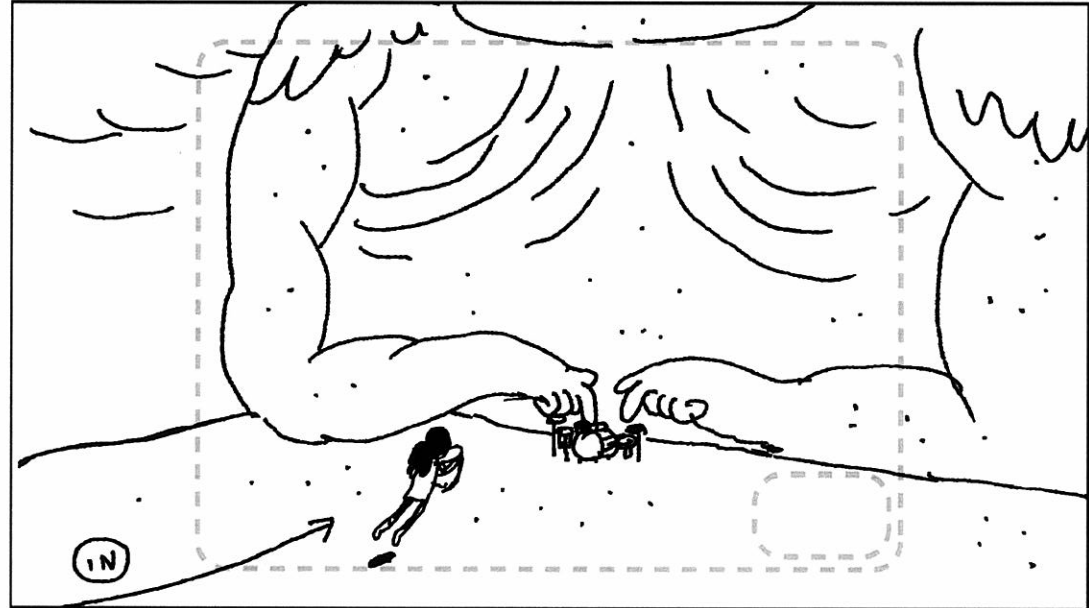


Sc. 42

Pnl. A

Bg.

day night



Dialog:

(SFX) / SLIGHTLY LOUDER DRUM
CYCLE. ...

Action:

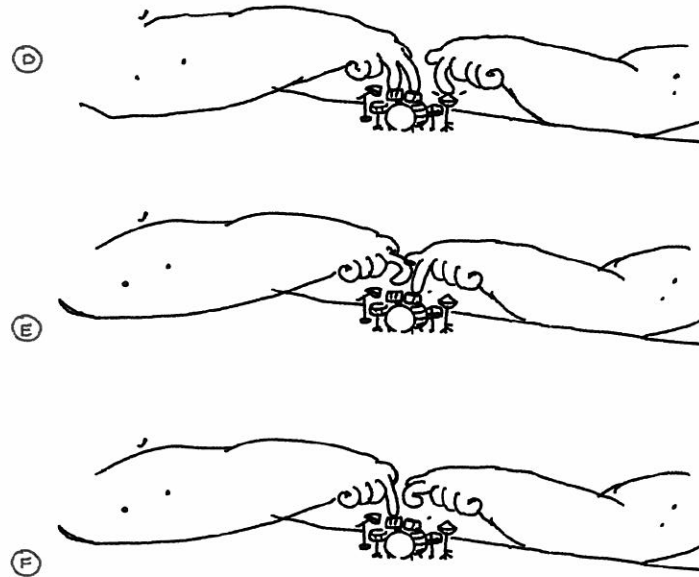
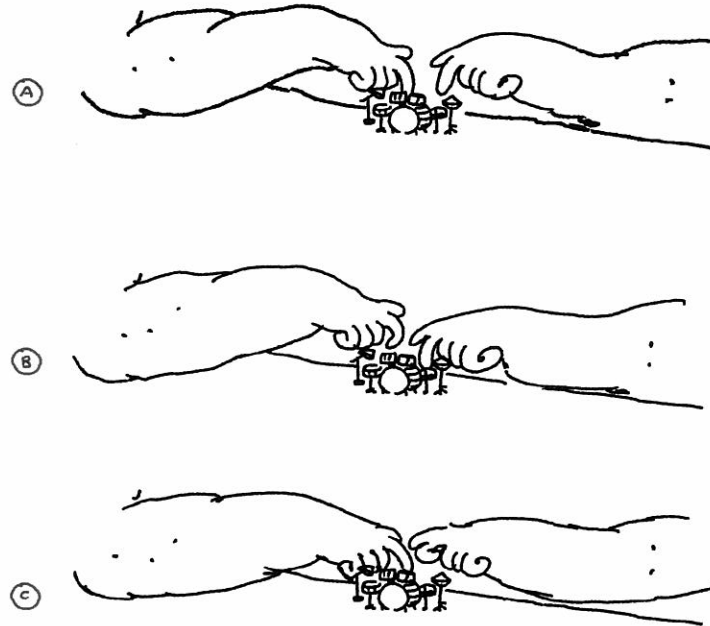
GIANT'S DOING A DRUM
SOLO WITH HIS INDEX FINGERS.
- CYCLE ON FOLLOWING PAGE.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Ⓔ Ⓕ Ⓖ Ⓗ Ⓘ Ⓜ Ⓟ
AND CYCLE
WHOLE THING

Dialog:

Action:

Timing:

1014-107

EPISODE #

Production :

ADVENTURE TIME



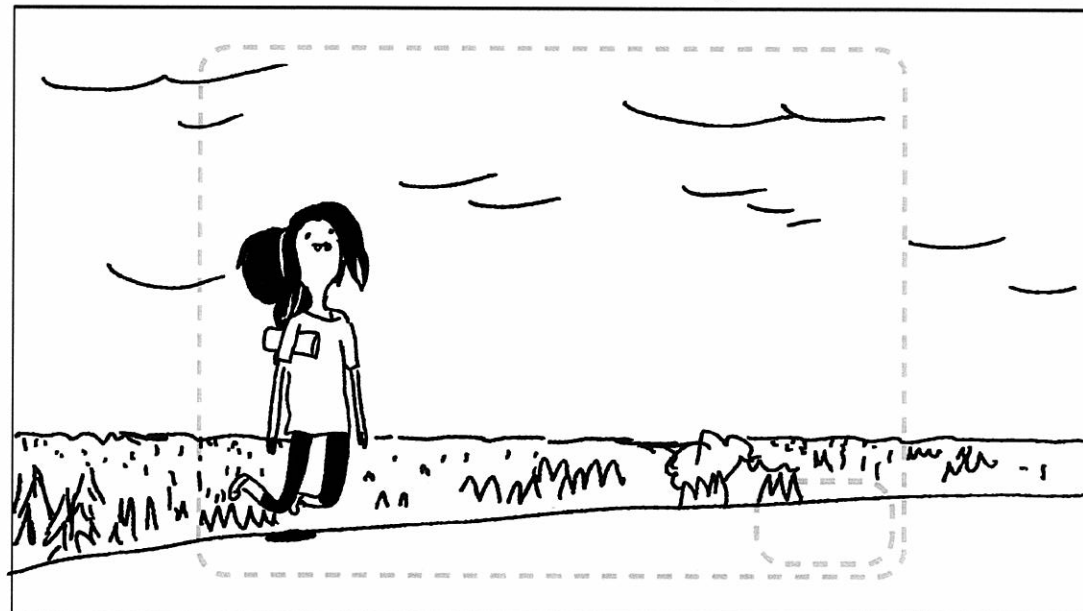
Page 57

Sc. 43

Pnl. A

Bg.

day night

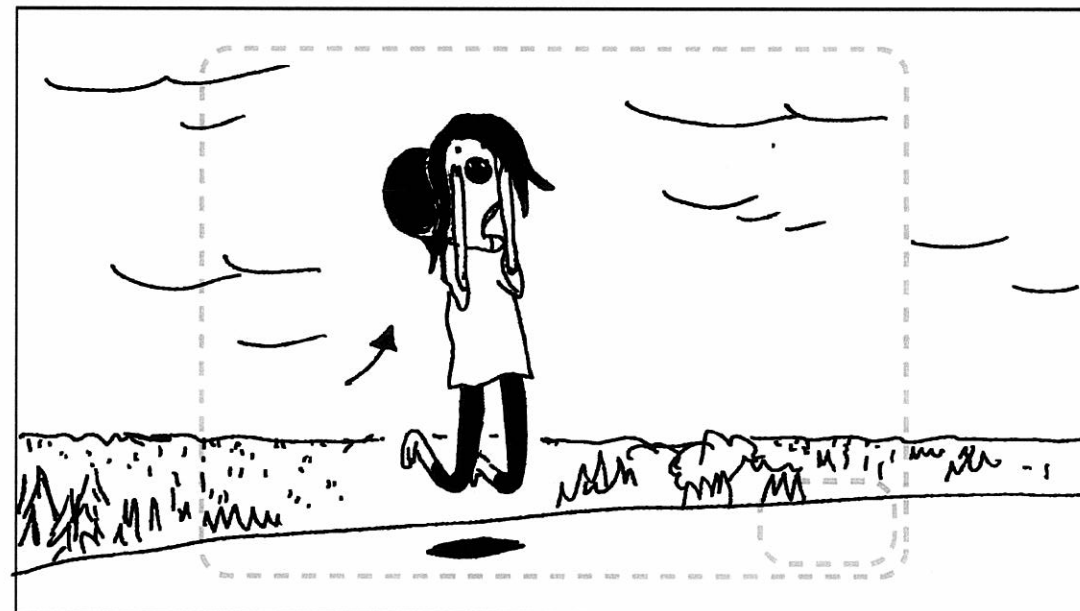


Sc. 43

Pnl. B

Bg.

day night



Dialog:

(M) HEEY!

Action:

MARCY YELLING OVER
DRUMMING

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



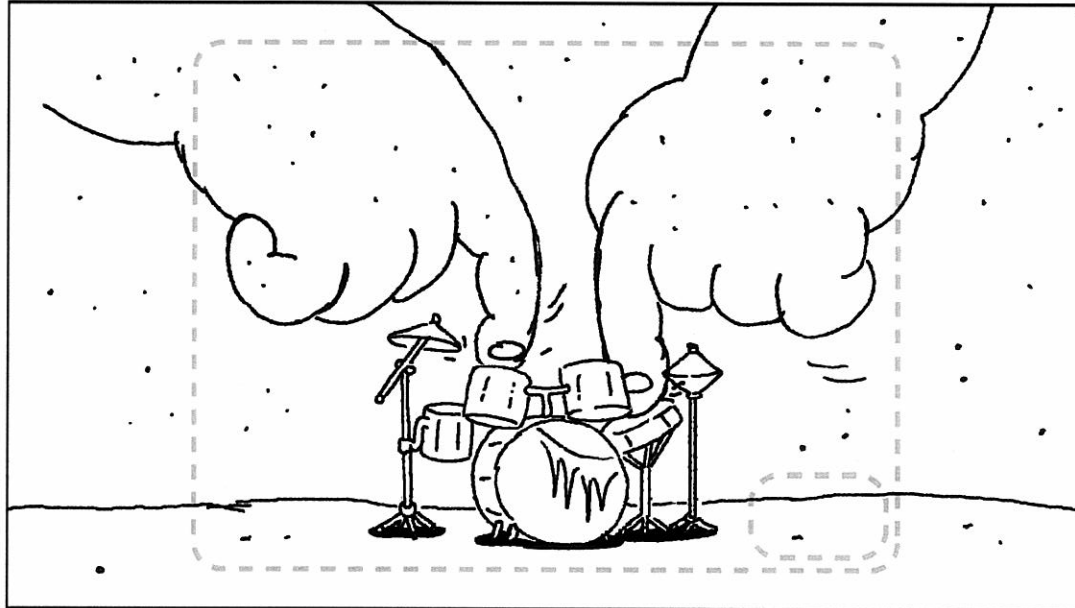
Page 58

Sc. 44

Pnl. A

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- GIANT TAPPING OUT
A PROFESSIONAL DRUM SOLO WITH
HIS INDEX FINGERS

Timing:

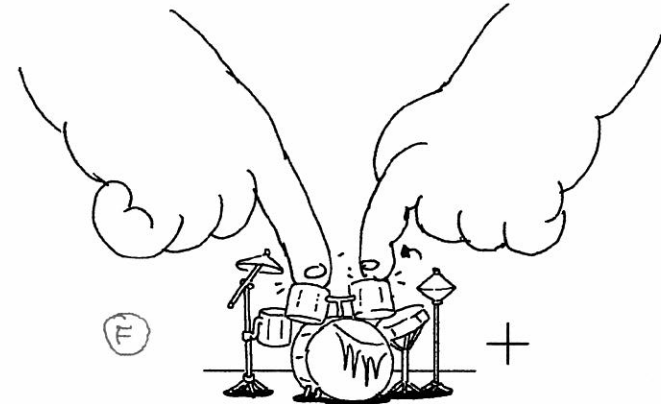
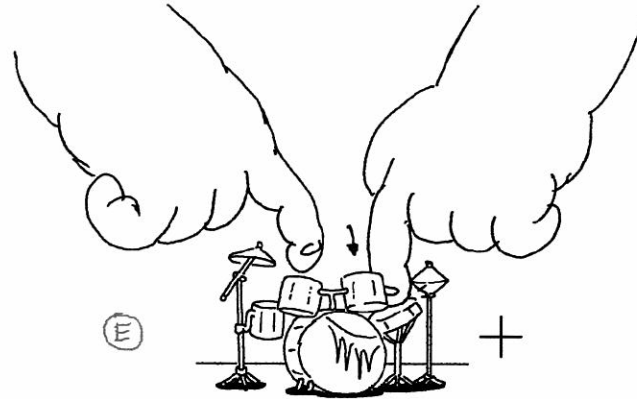
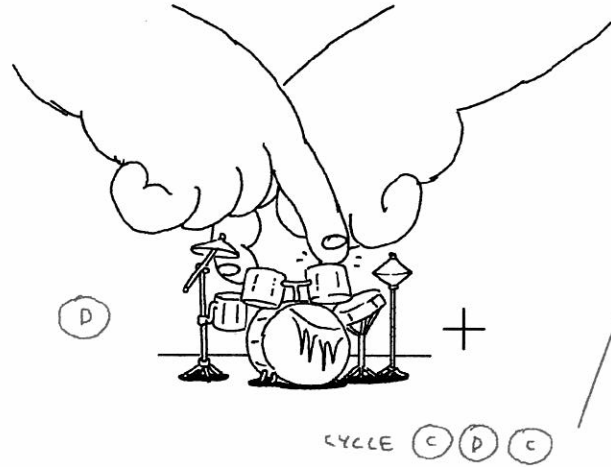
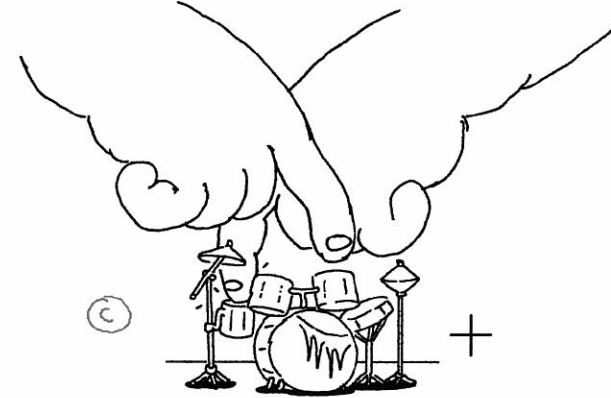
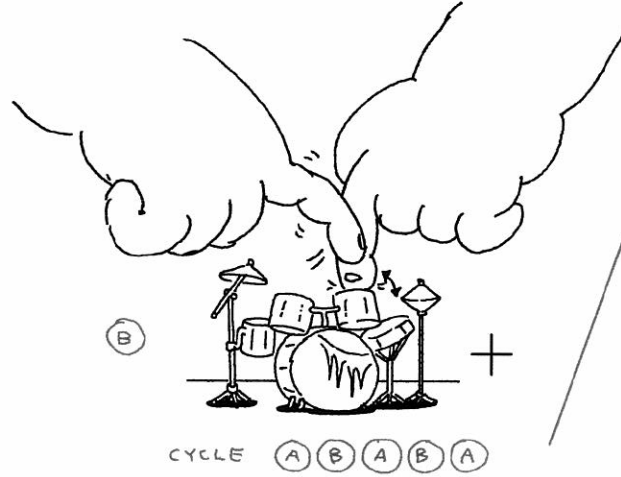
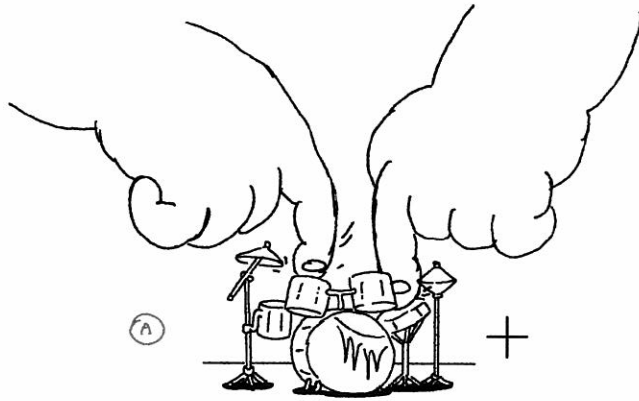
EPISODE # 1014-107

Production :

ADVENTURE TIME



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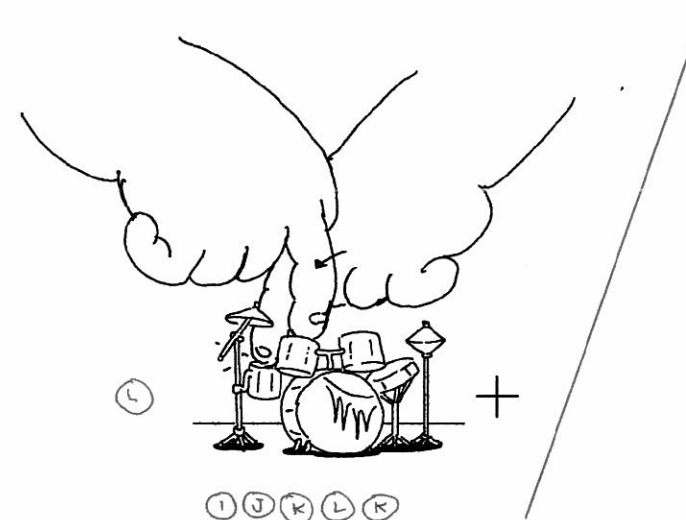
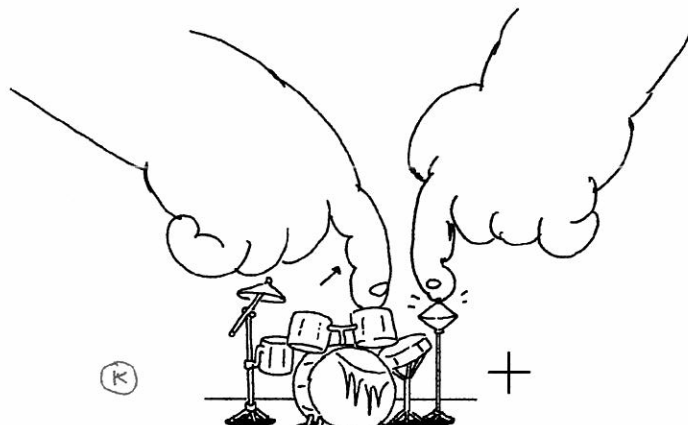
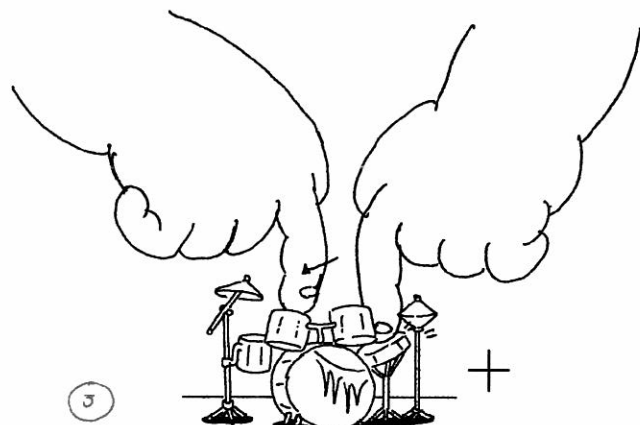
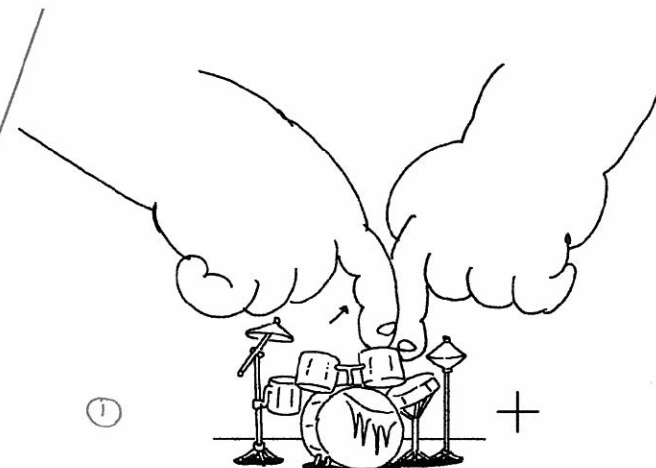
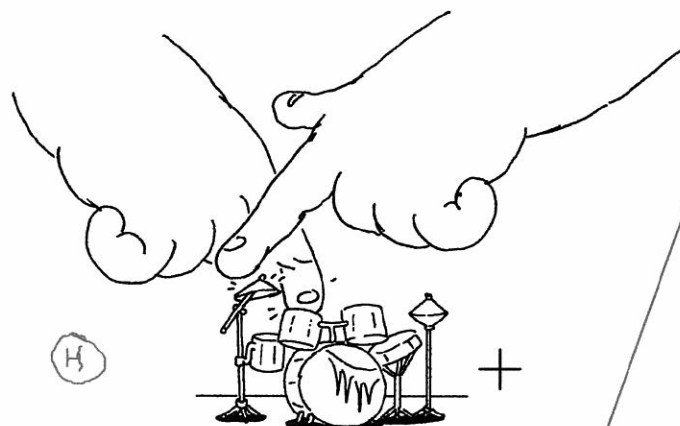
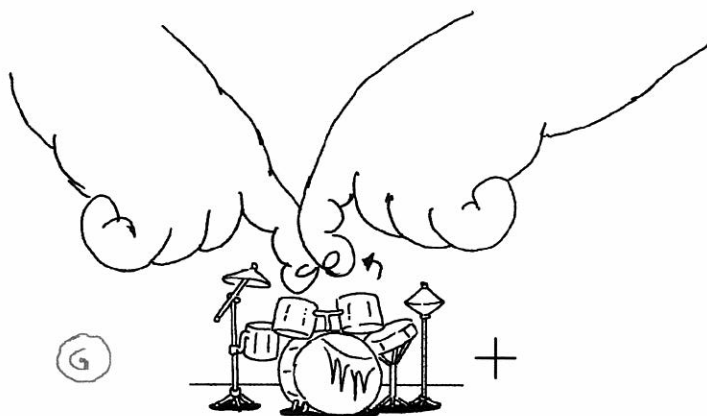
Production :

EPISODE # 1014-107

ADVENTURE TIME



Page 60



Production :

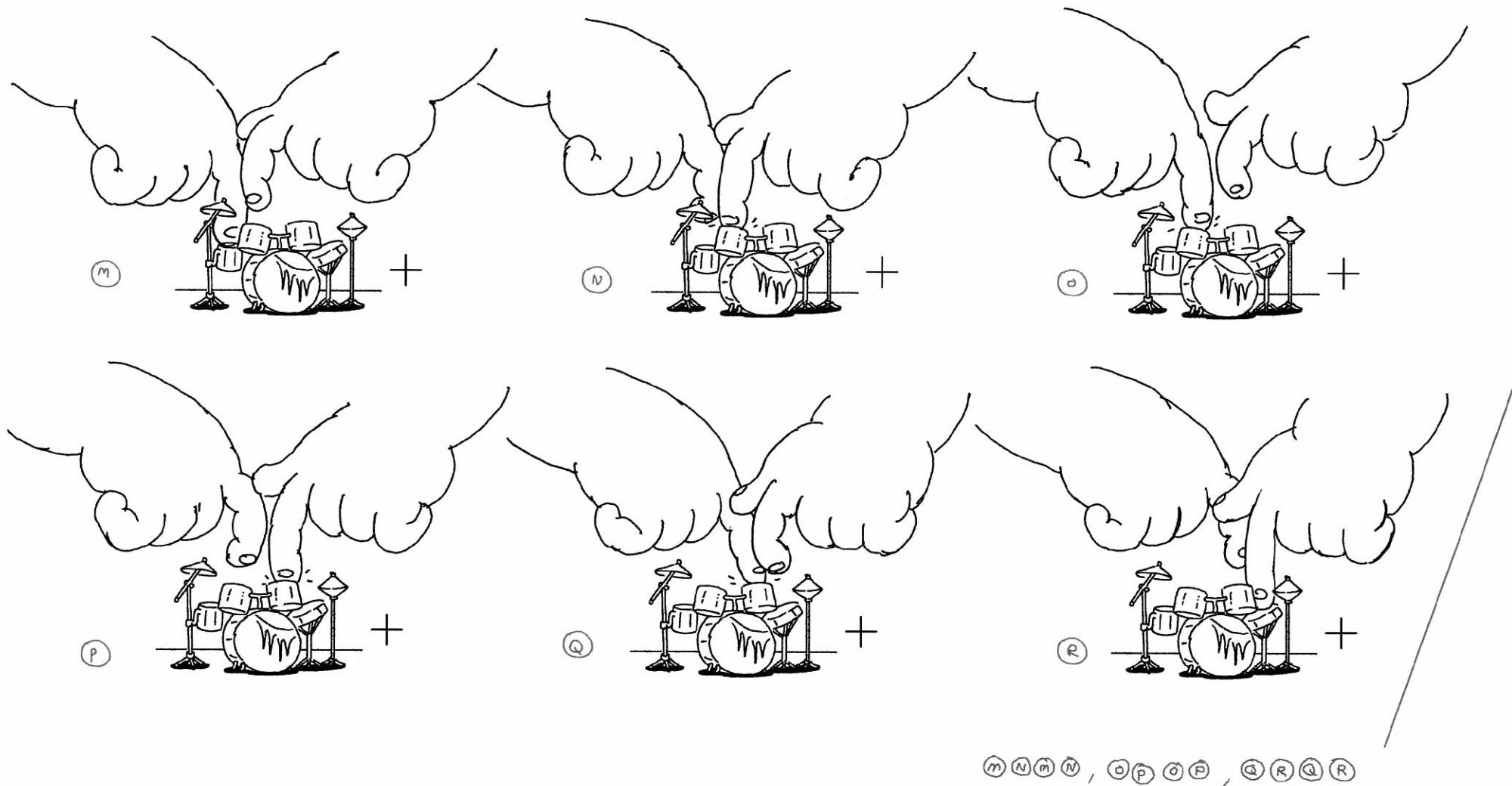
EPISODE #

1014-107

ADVENTURE TIME



Page 61A

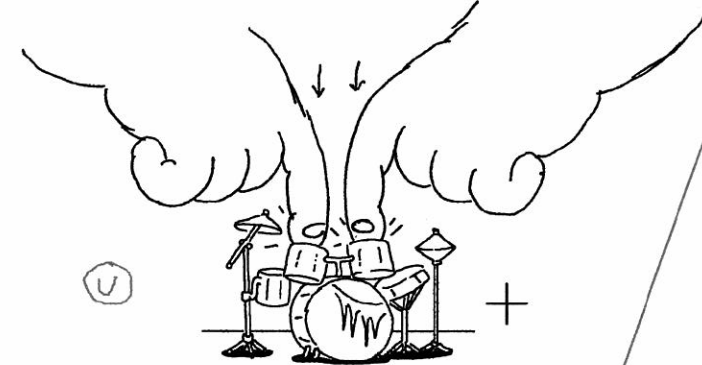
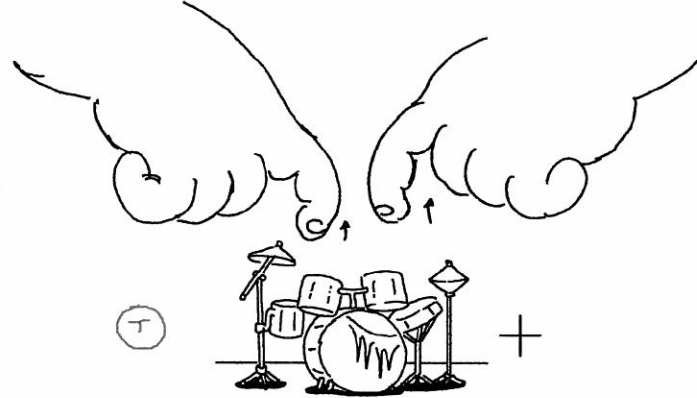


Production :

EPISODE #

1014-107

ADVENTURE TIME



Production :

EPISODE # 1014-107

ADVENTURE TIME



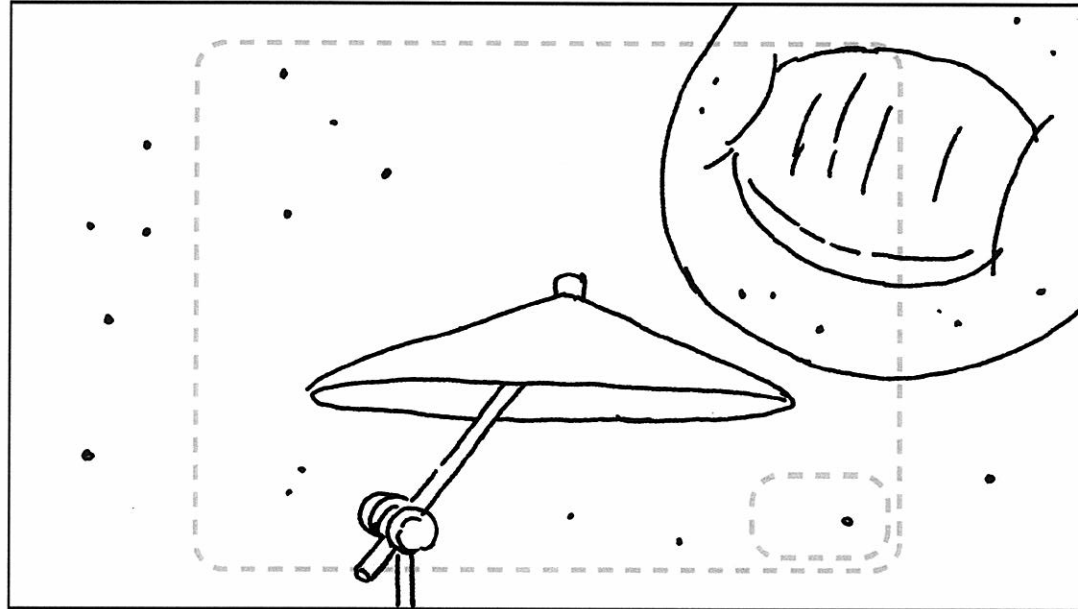
Page 62

Sc. 45

Pnl. A

Bg.

day night

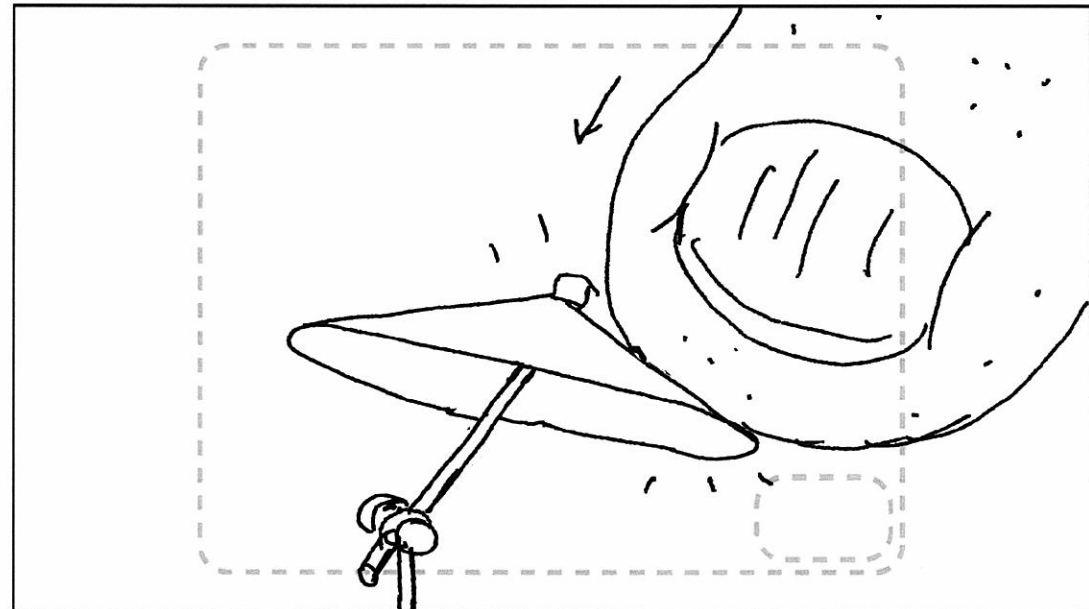


Sc. 45

Pnl. B

Bg.

day night



Dialog:

(SFX) CYMBIL

Action:

GIANT TOUCHES CYMBIL
GENTLY, MAKES LOUD CYMBIL
"FINISHING" SOUND.

Timing:

EPISODE # 1014-107

Production :

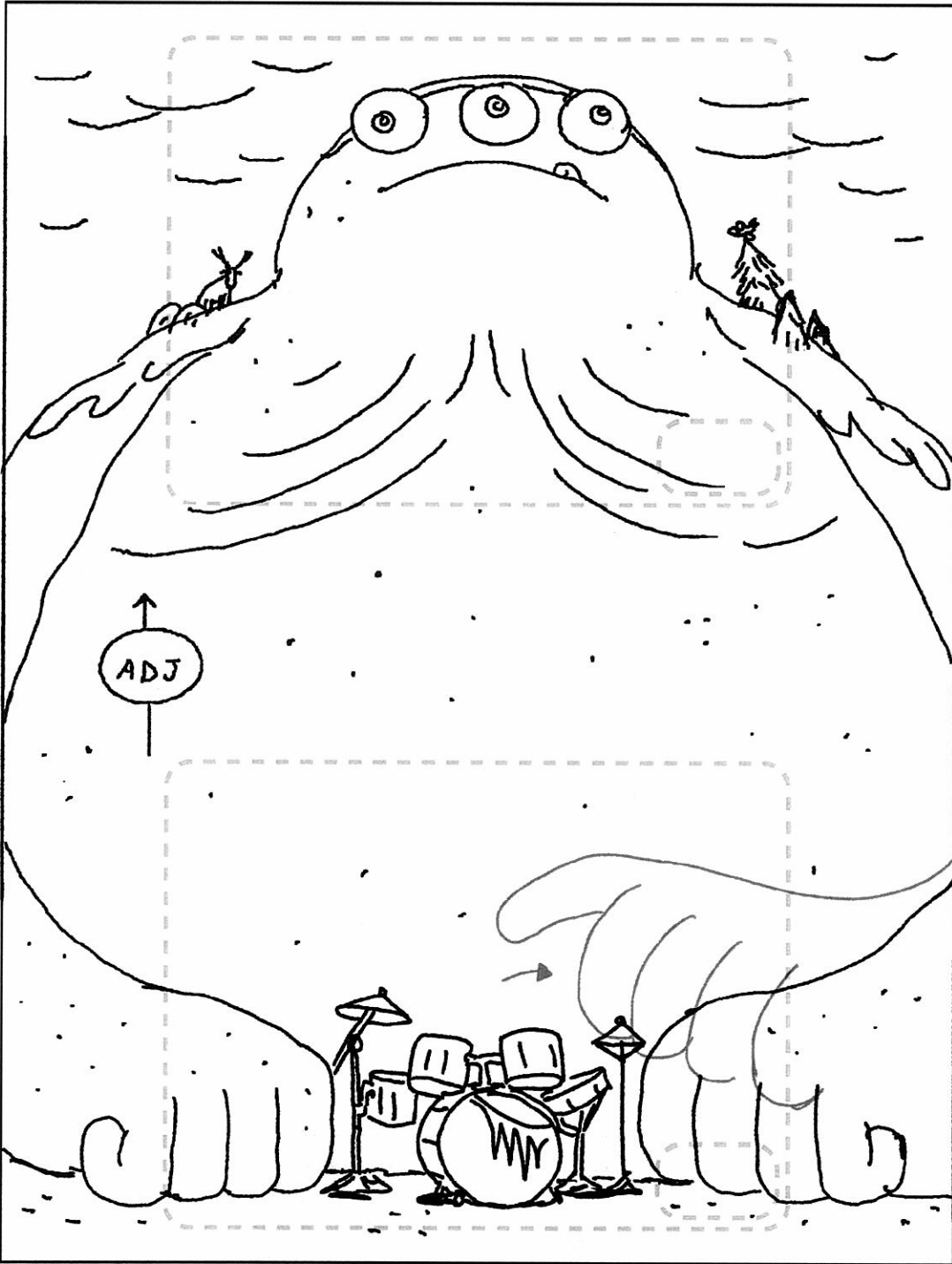
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Sc. 46

Pnl. A

Bg.

day night

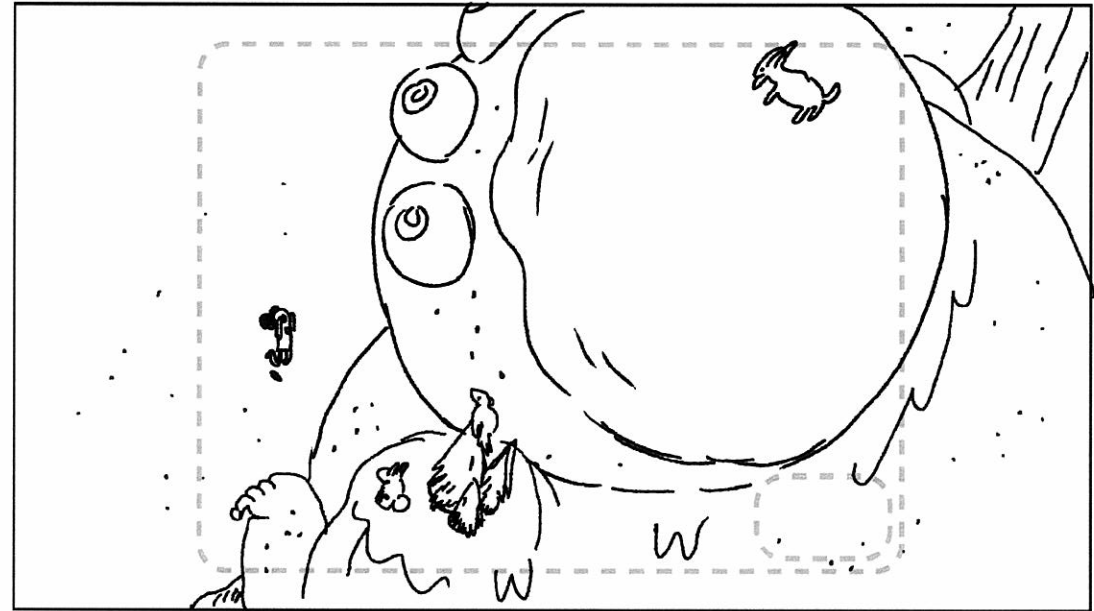


Sc. 47

Pnl. A

Bg.

day night



Dialog:

(M)

HEY, ROCK GIANT!

Action:

Timing:

Page 63

1014-107

EPISODE #

Production :

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ADVENTURE TIME



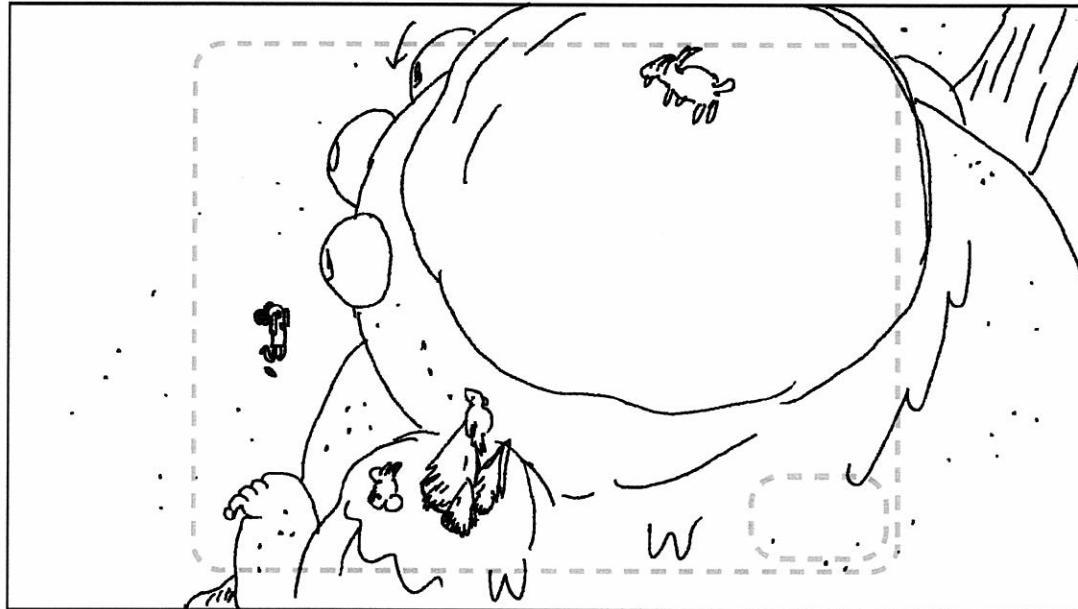
Page 64

Sc. 47

Pnl. B

Bg.

day night

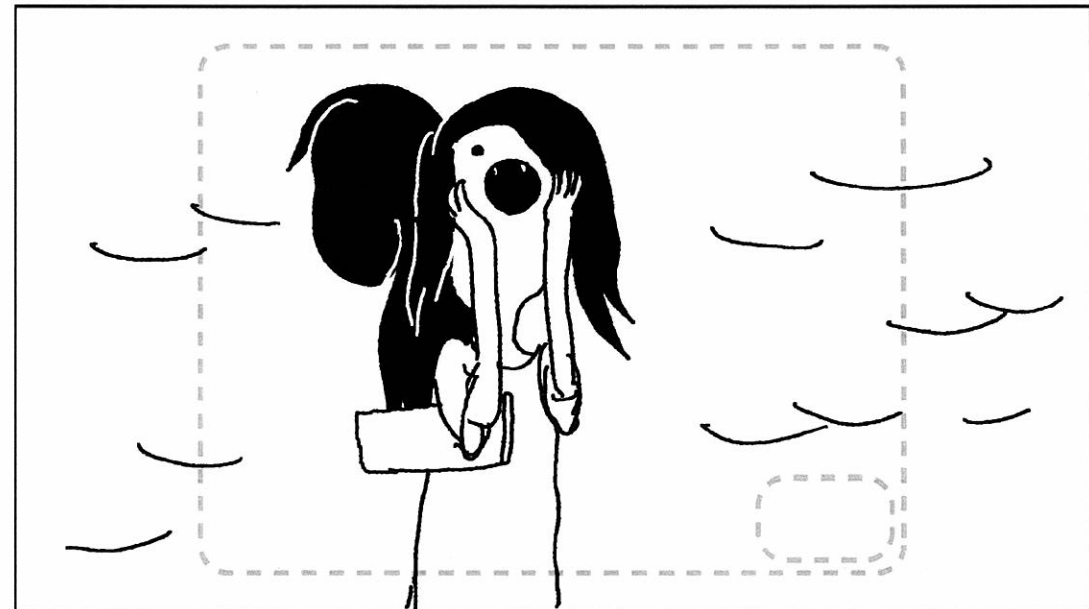


Sc. 48

Pnl. A

Bg.

day night



Dialog:

(M) - You seem cool!

Action:

GIANT LOOKS DOWN.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



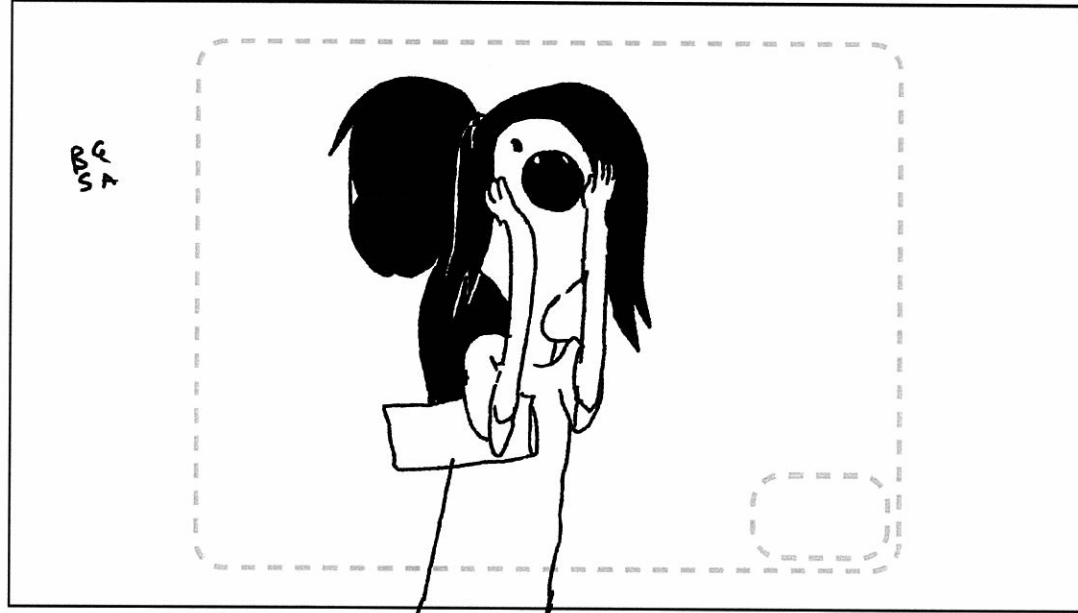
Page 65

Sc. 48

Pnl. B

Bg.

day night

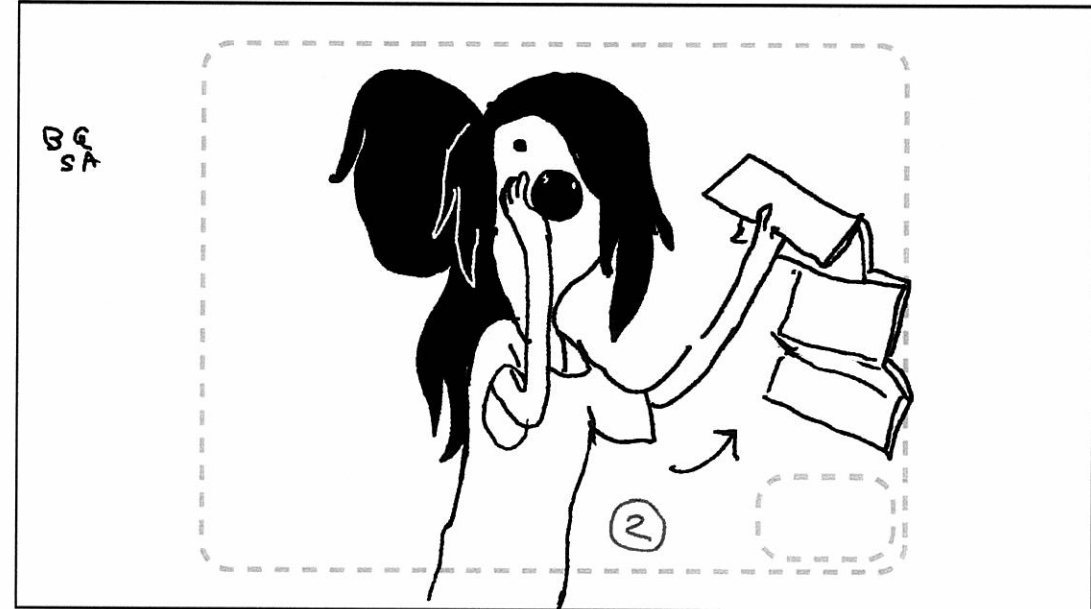


Sc. 48

Pnl. C

Bg.

day night



Dialog:

①/ - YOU SEEM COOL!
DO YOU KNOW WHERE
WIZARD BILL'S MUSIC SHOP IS?!

Action:

Timing:



①/ I CAN'T FIND IT
ANYWHERE!

EPISODE # 1014-107

Production :

ADVENTURE TIME



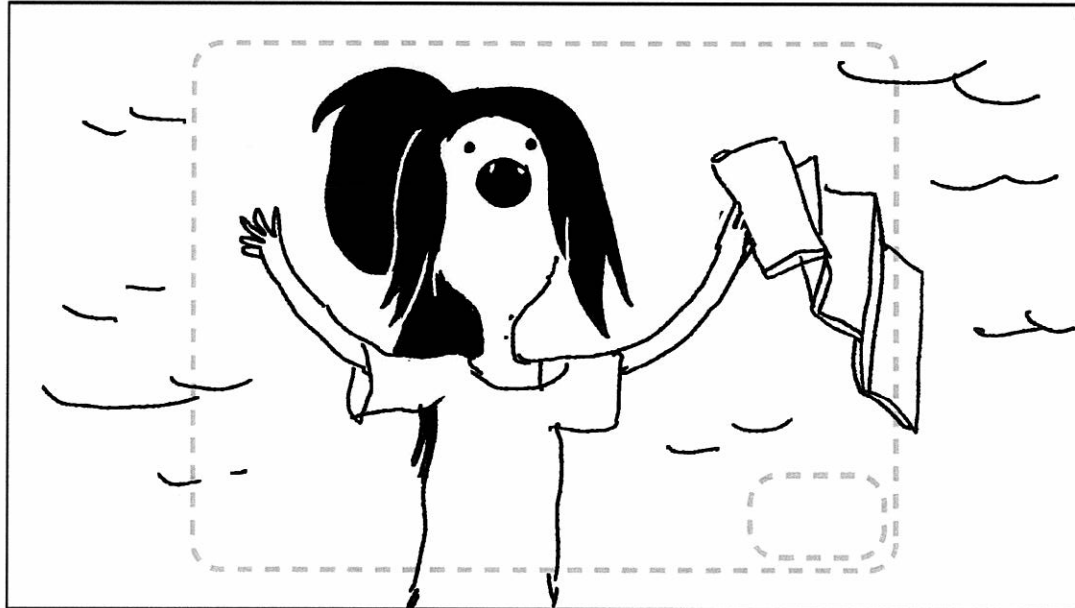
Page 66

Sc. 48

Pnl. D

Bg.

day night

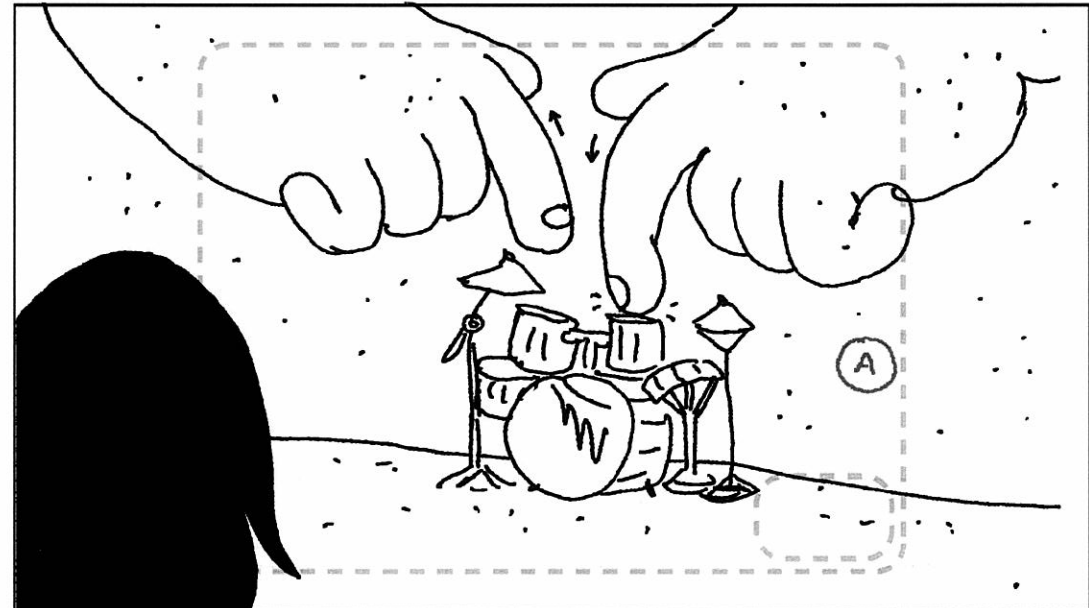


Sc. 49

Pnl. A

Bg.

day night



Dialog:

(M) HE'S GOT A GUITAR THAT
PLAYS THE MOST SAVOURY
LICKS IN OOO!

Action:

DRUMS,

Timing:

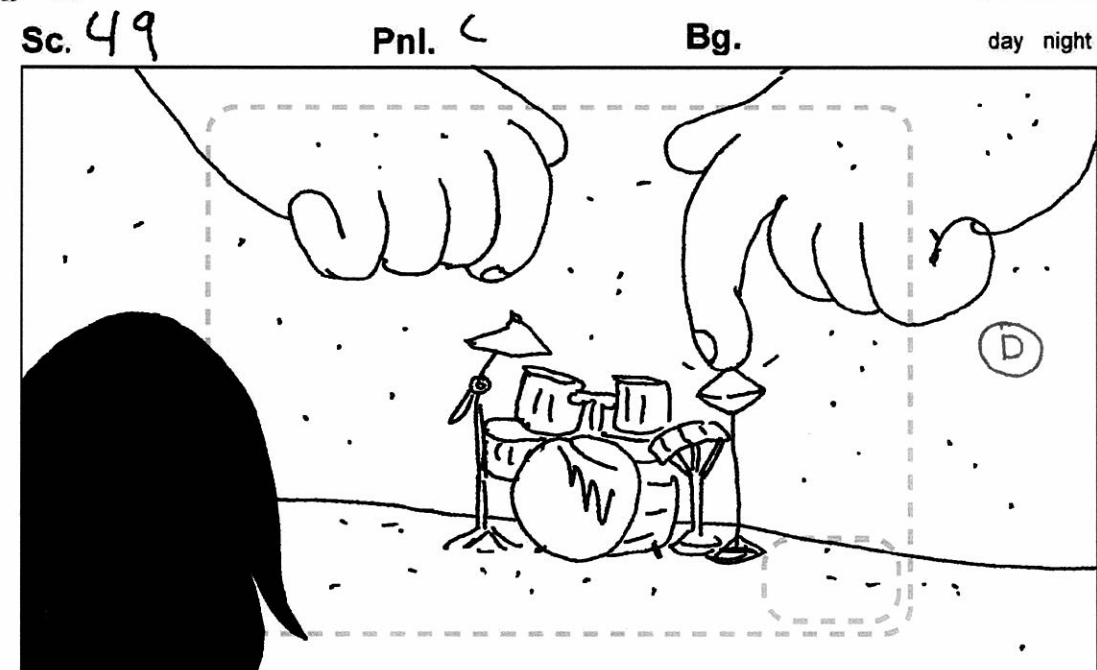
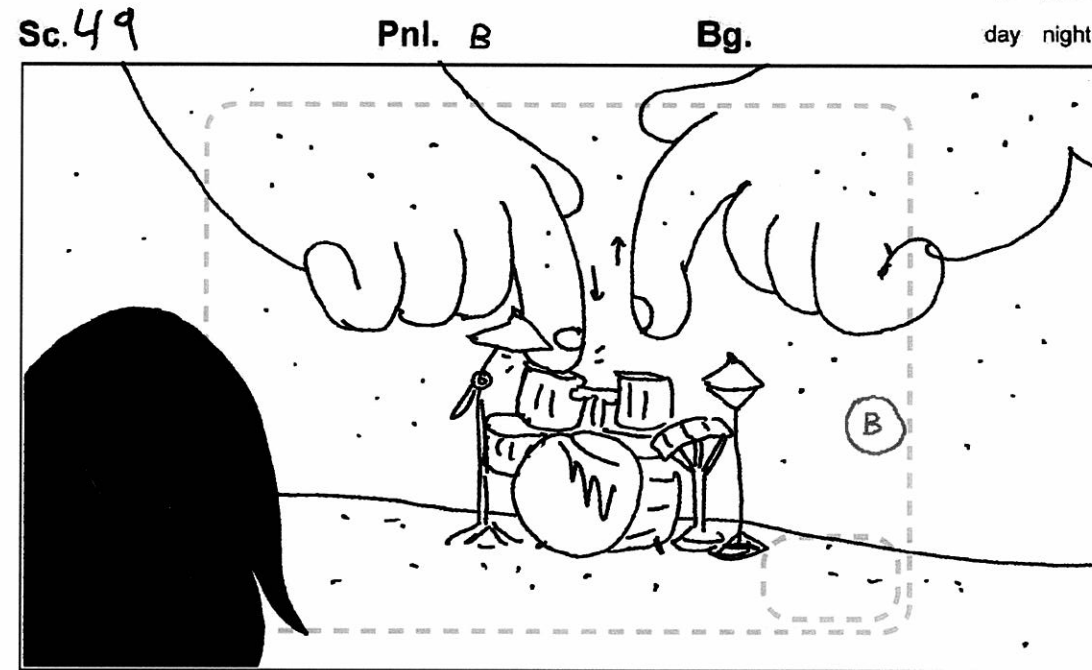
EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 67



Dialog:

Action:

(A), (B), (A), (B), (A), (B)
DRUMS,

CYMBIL.

Timing:

1014-107

EPISODE #

Production :

ADVENTURE TIME



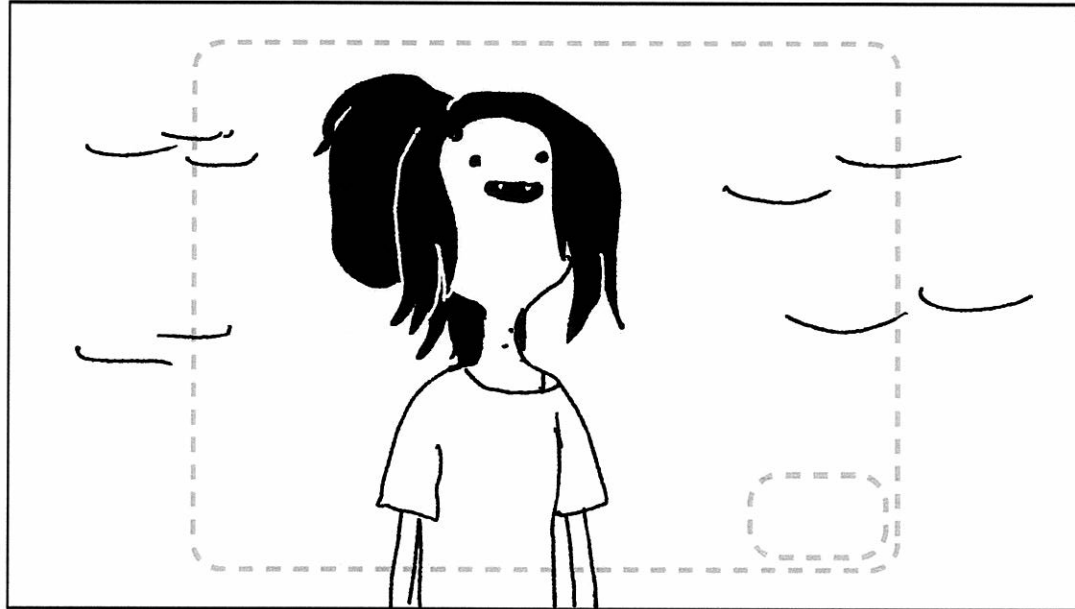
Page 68

Sc. 50

Pnl. A

Bg.

day night

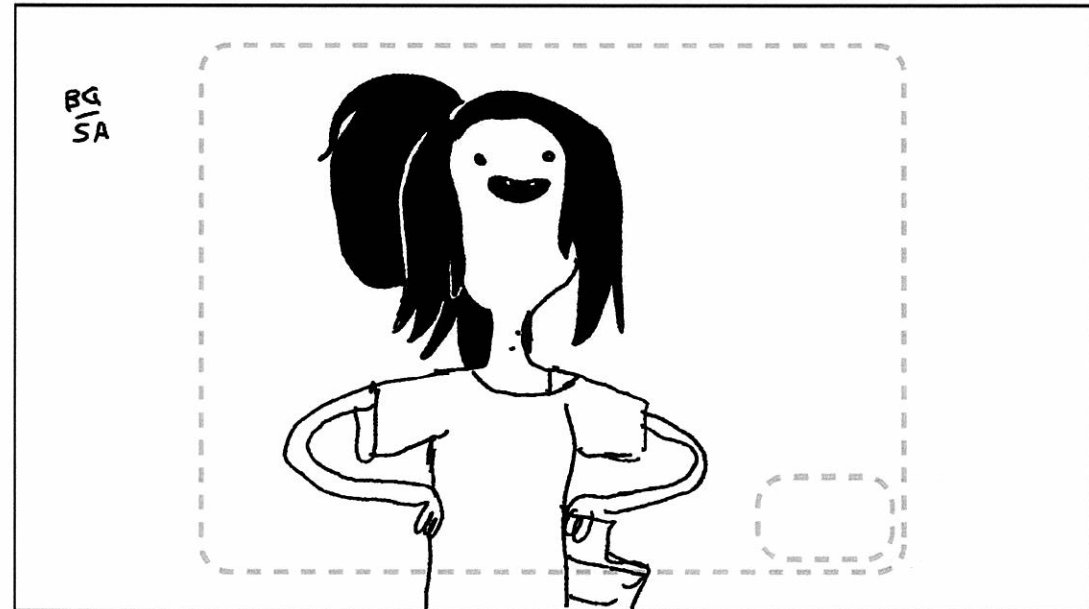


Sc. 50

Pnl. B

Bg.

day night



Dialog:

(M) YEAH MAN, YOU -

(M) KNOW WHERE IT IS ?!

Action:

Timing:

EPISODE # **1014-107**

Production :

ADVENTURE TIME



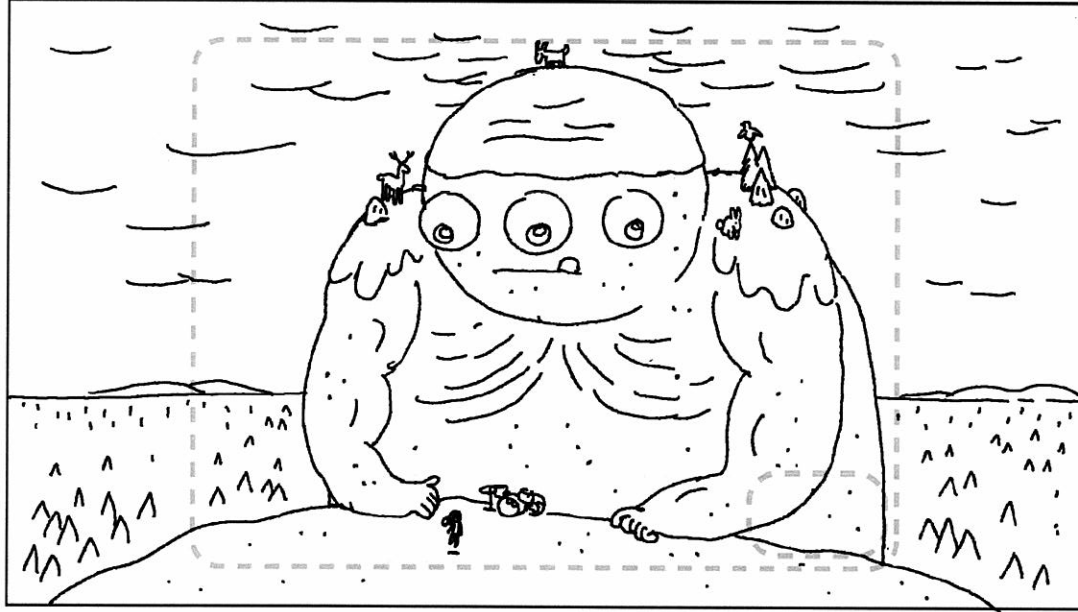
Page 69

Sc. 51

Pnl. A

Bg.

day night

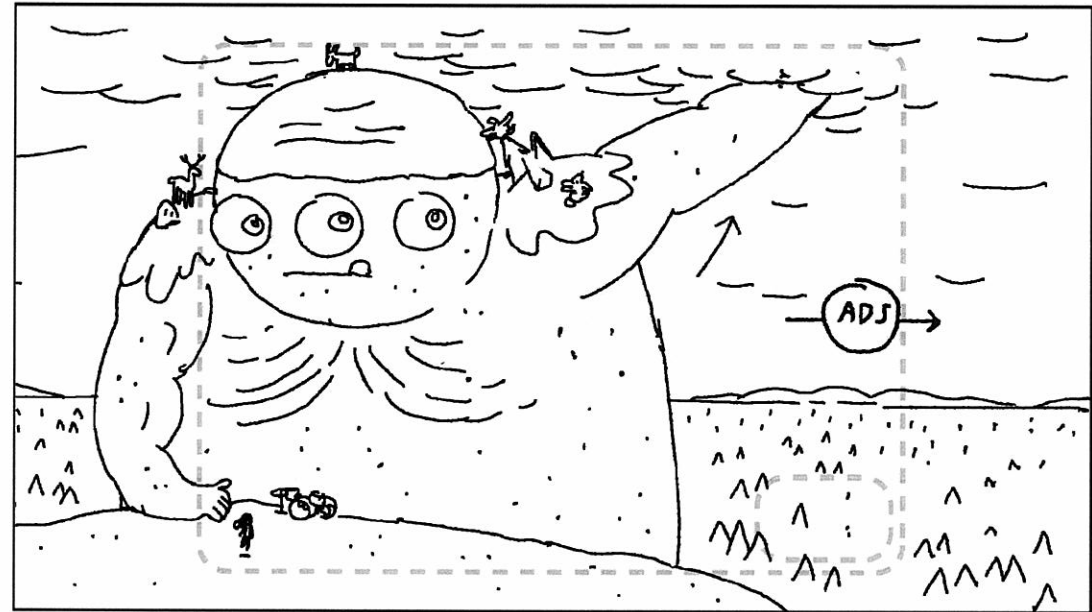


Sc. 51

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



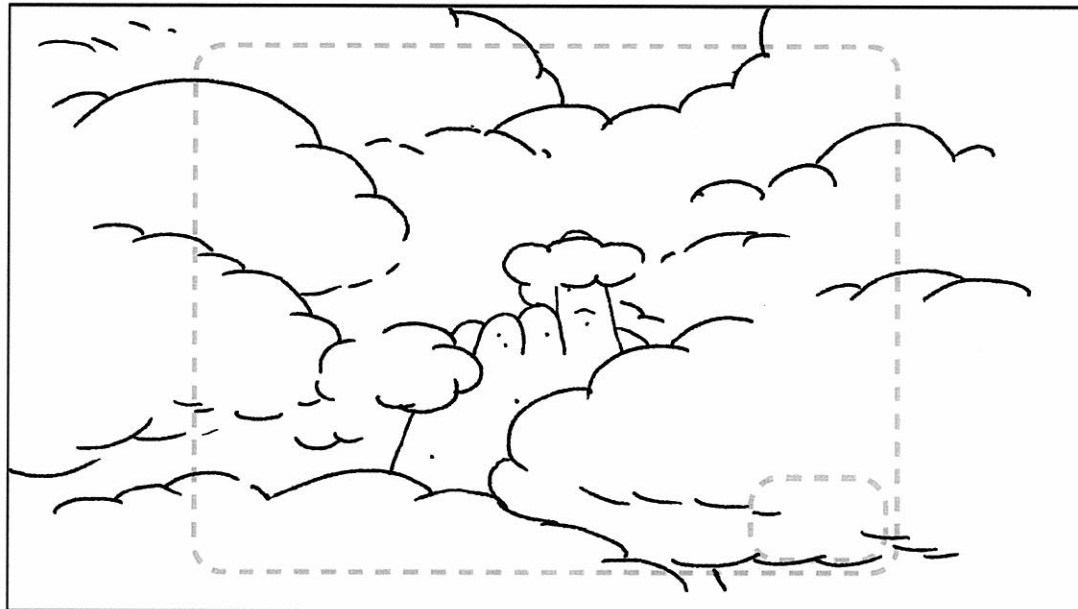
Page 70

Sc. 52

Pnl. A

Bg.

day night

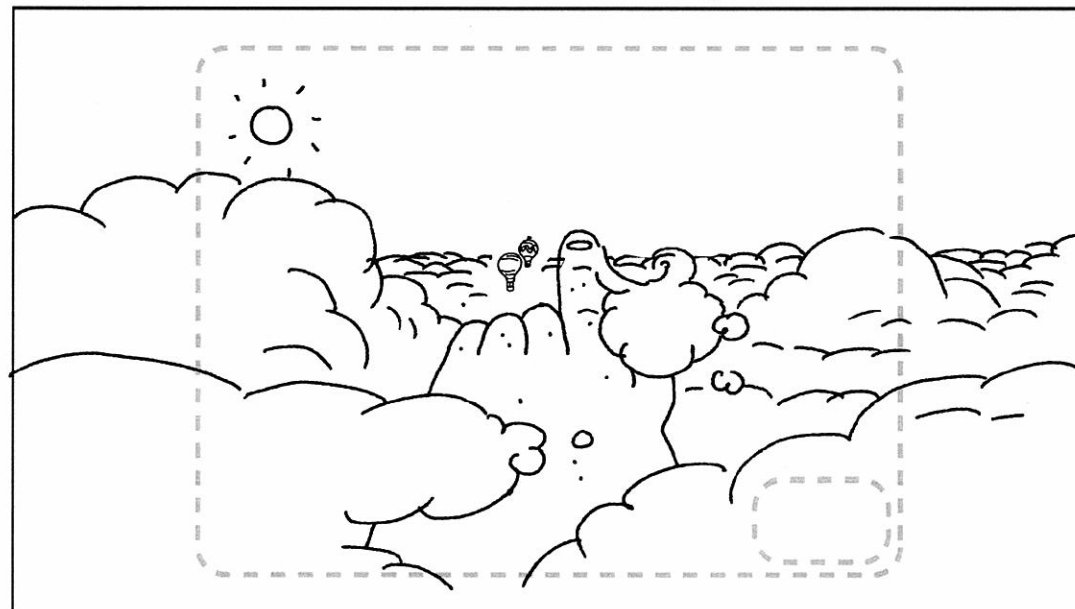


Sc. 52

Pnl. B

Bg.

day night



Dialog:

SFX/ WIND WHISTLING

Action: THIS WHOLE SCENE, FINGER
SHOOTING THROUGH THE AIR.
(FINGER SHAKING AROUND LIKE
IT'S MOVE SUPER FAST FOR THE WHOLE SCENE.)

MOVING SO FAST!!!!

Timing:

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ADVENTURE TIME



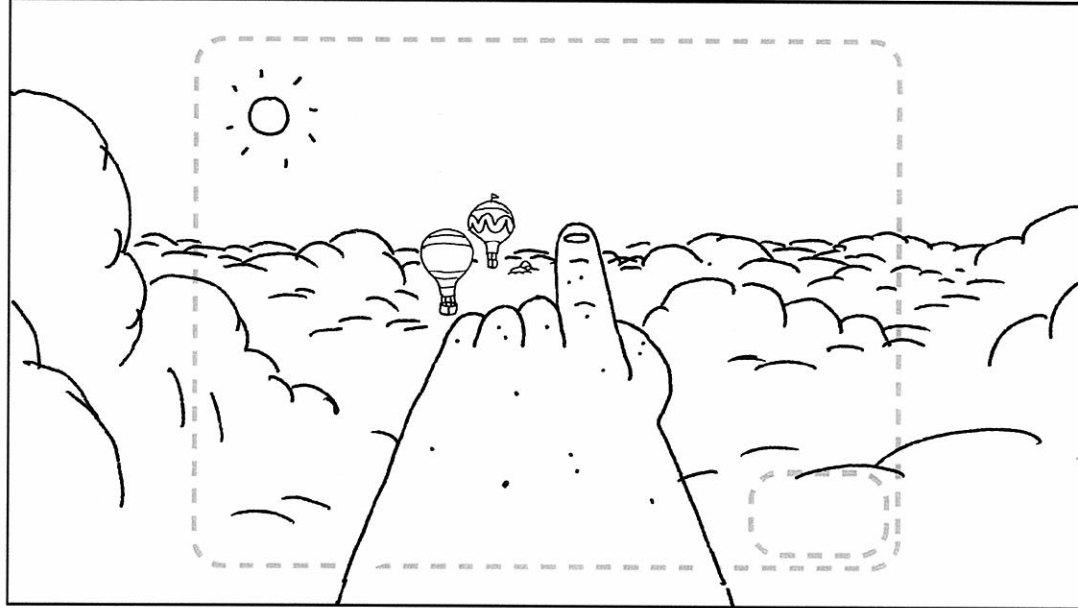
Page 71

Sc. 52

Pnl. C

Bg.

day night

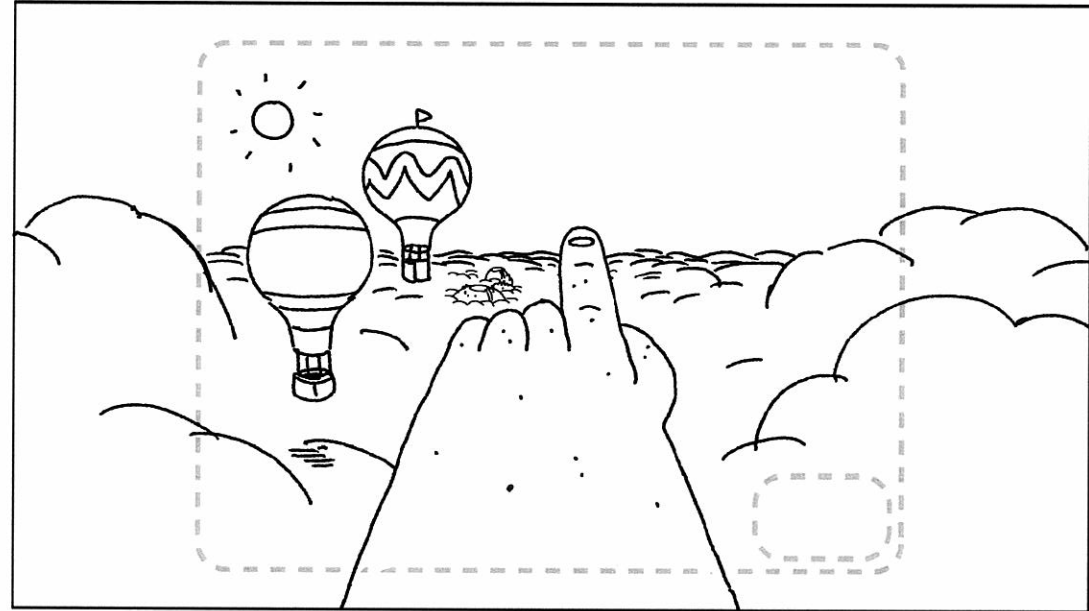


Sc. 52

Pnl. D

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



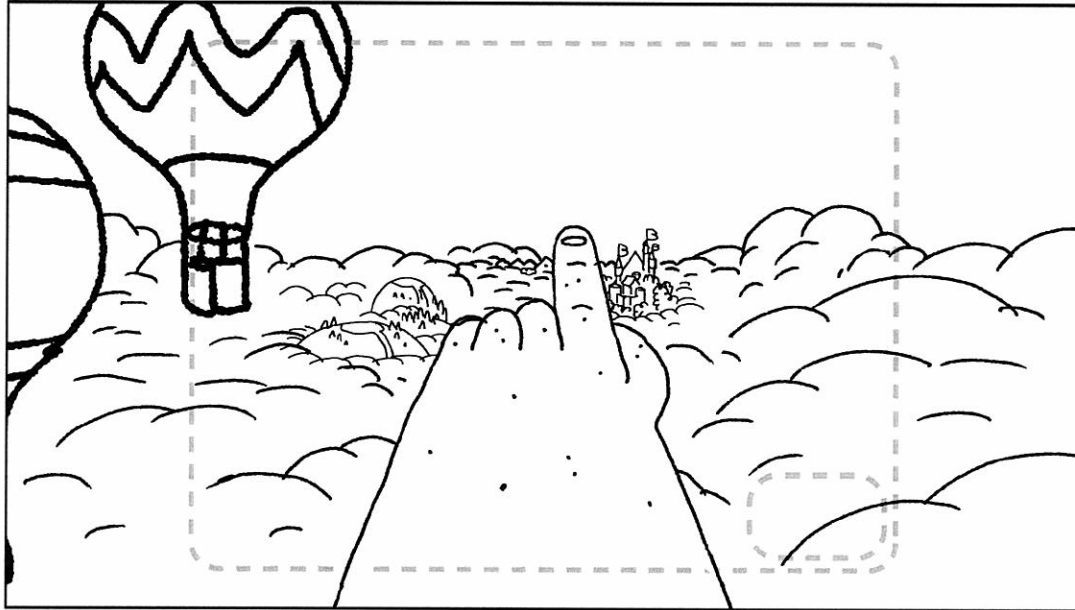
Page **72**

Sc. 52

Pnl. E

Bg.

day night

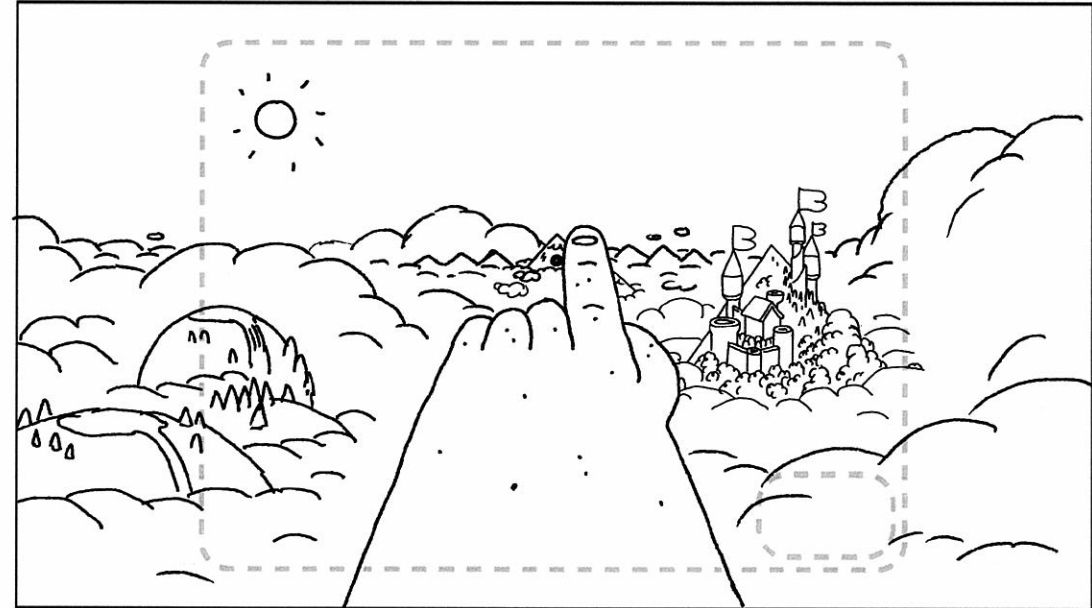


Sc. 52

Pnl. F

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # **1014-107**

Production :

ADVENTURE TIME



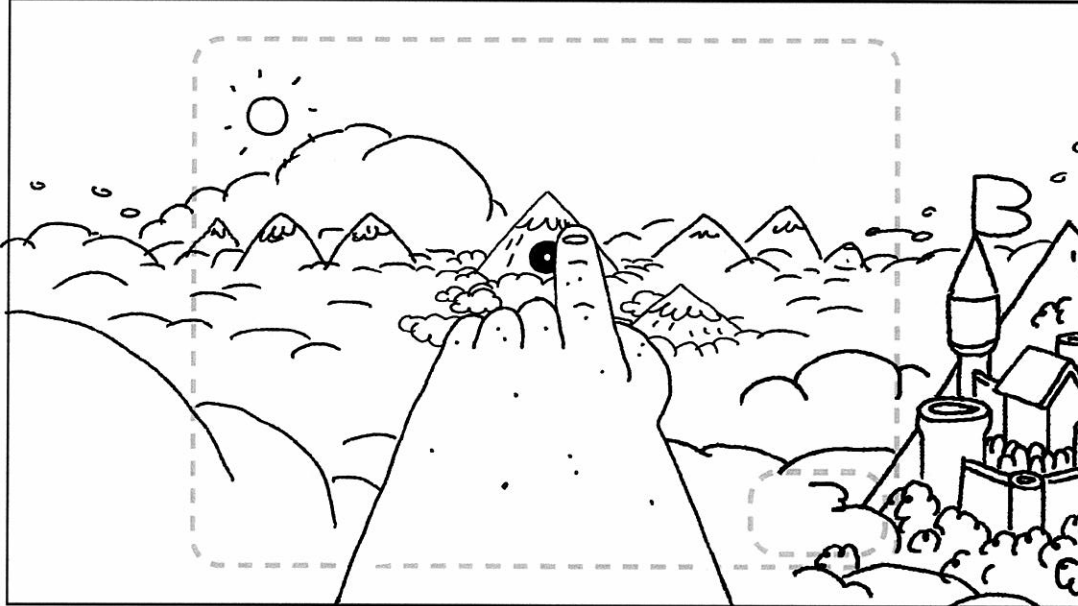
Page 73

Sc. 52

Pnl. G

Bg.

day night



Sc. 52

Pnl. H

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



Page 74

Sc. 52

Pnl. 1

Bg.

day night

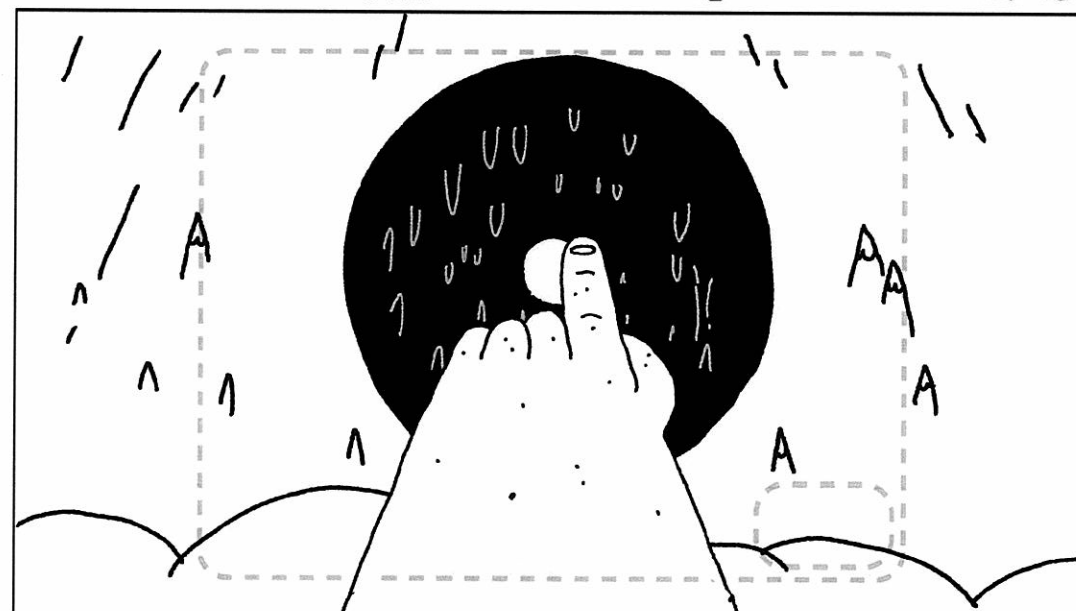


Sc. 52

Pnl. 2

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

1014-107

EPISODE #

Production :

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ADVENTURE TIME



Page 75

Sc. 52

Pnl. K

Bg.

day night

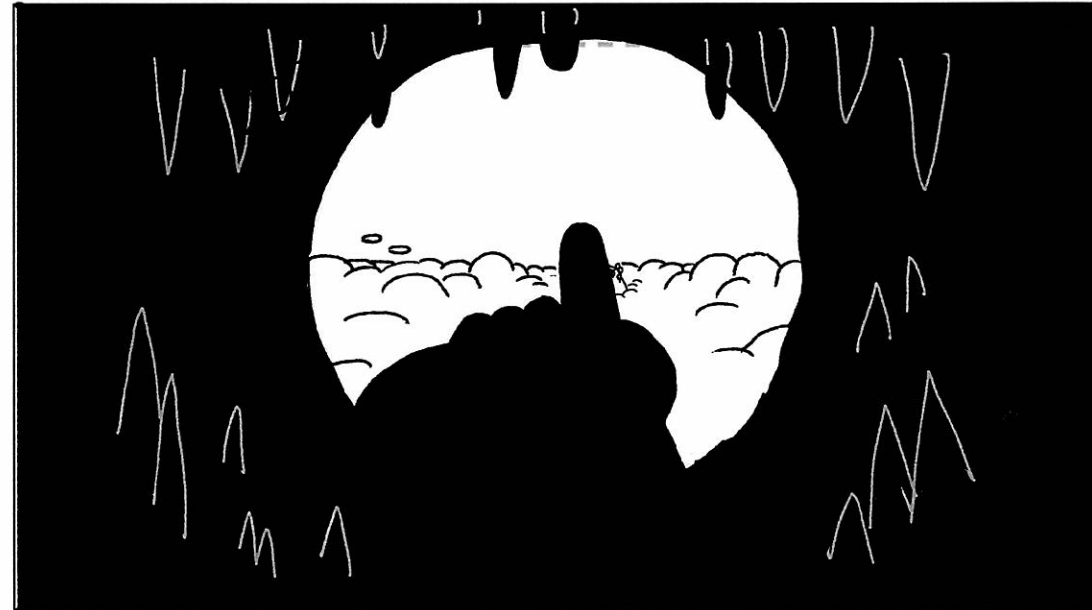


Sc. 52

Pnl. L

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



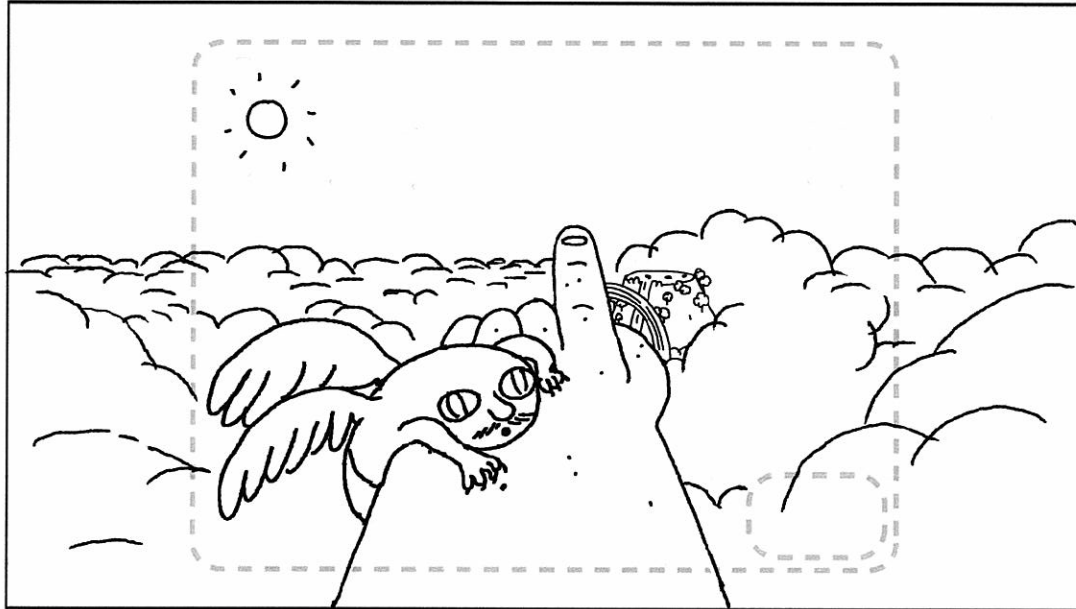
Page 76

Sc. 52

Pnl. M

Bg.

day night

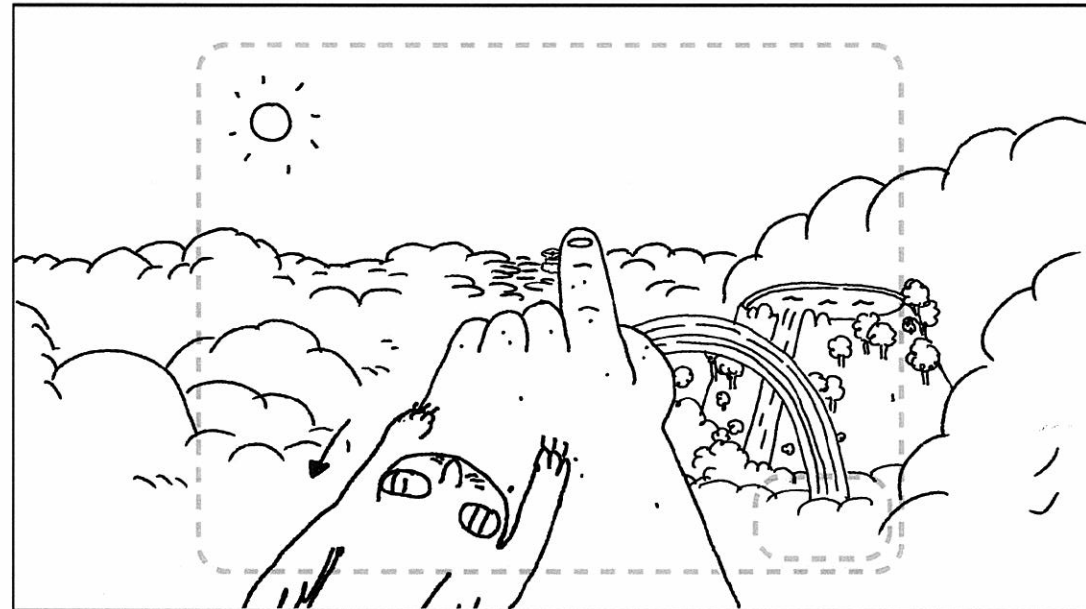


Sc. 52

Pnl. N

Bg.

day night



Dialog:

Action:

CAVE GRIFFON

MOVING SO FAST!!!

CAVE GRIFFON
SLIPS OFF...

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



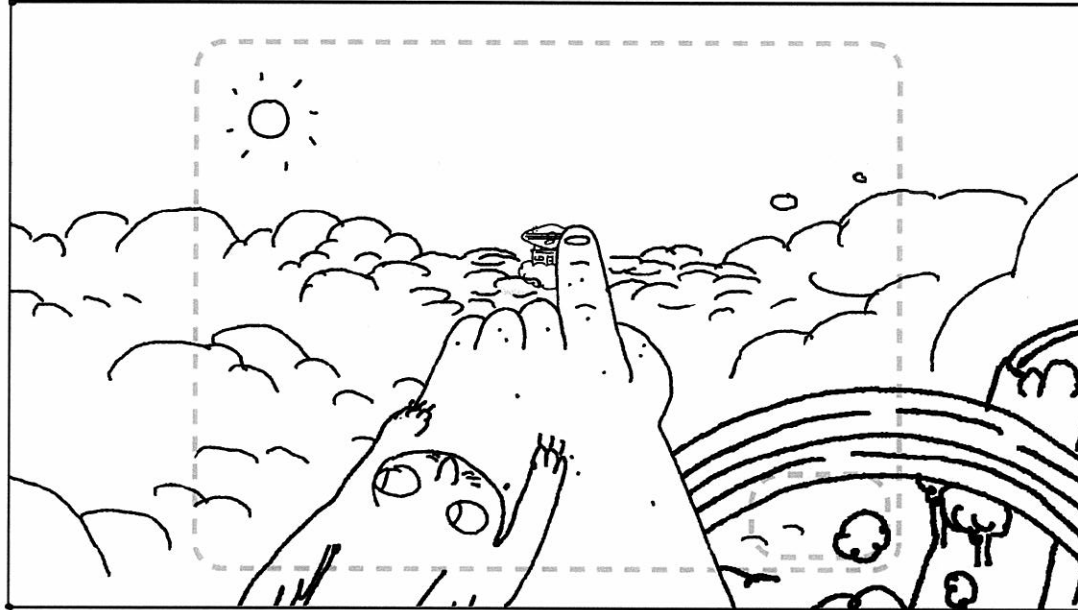
Page 77

Sc. 52

Pnl. ○

Bg.

day night

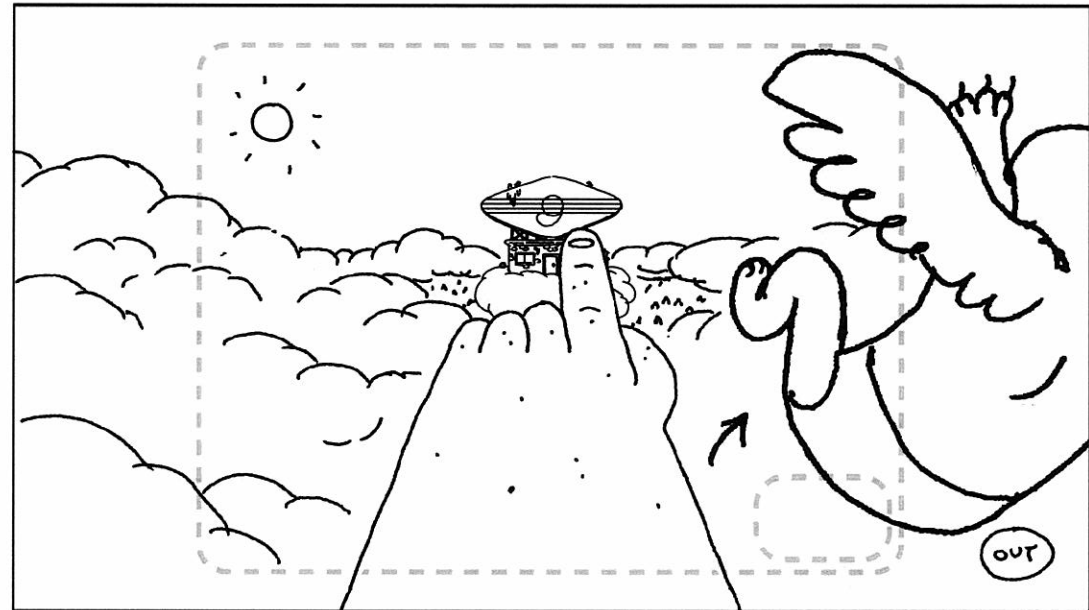


Sc. 52

Pnl. P

Bg.

day night



Dialog:

Action:

C.G. LOOKS TO
THE SIDE -

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



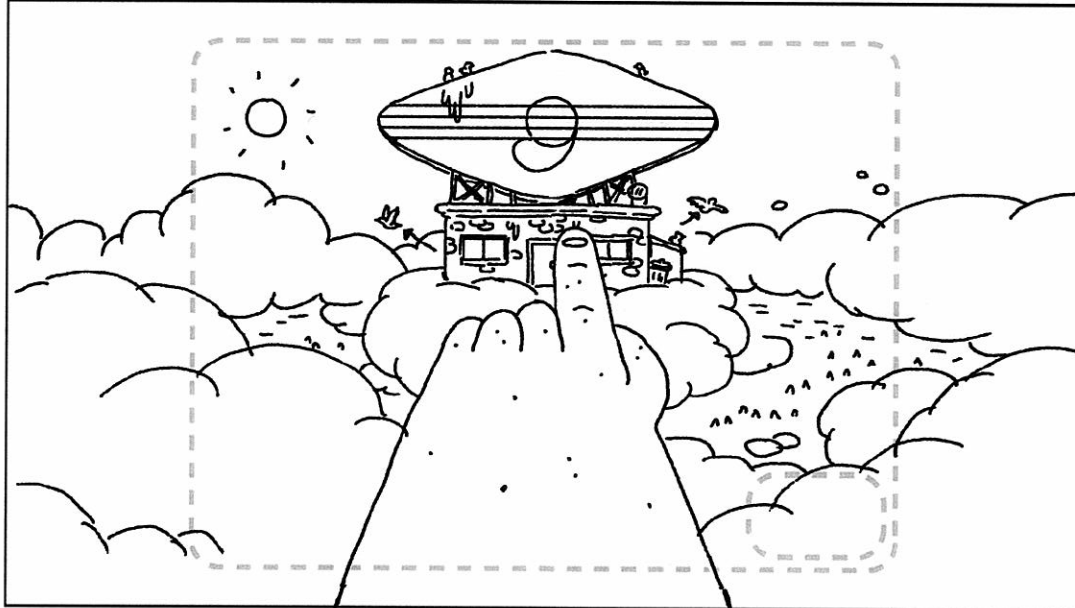
Page 78

Sc. 52

Pnl. Q

Bg.

day night

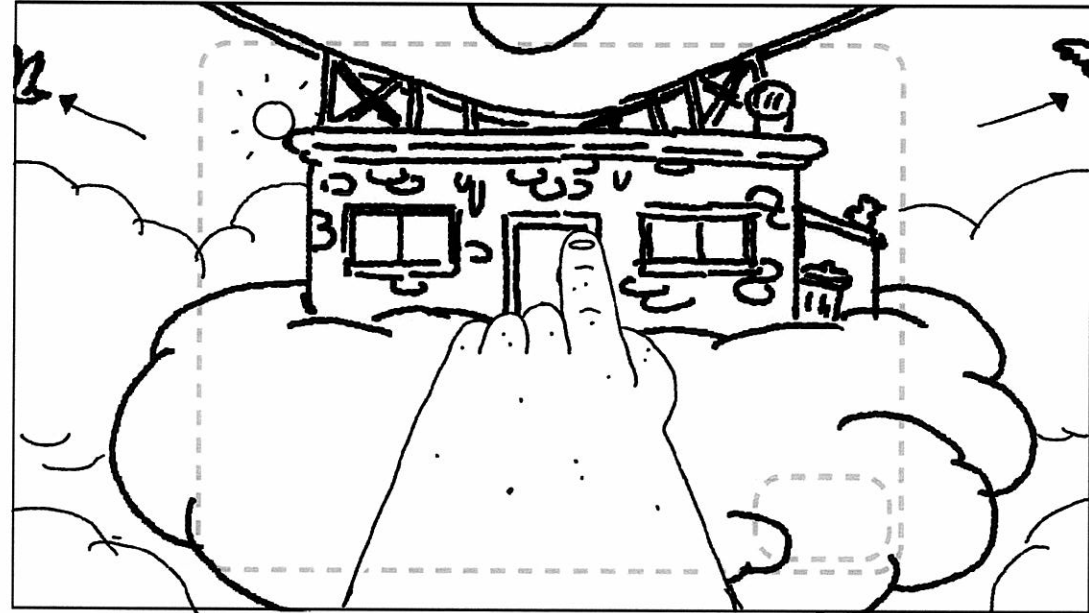


Sc. 52

Pnl. R

Bg.

day night



Dialog:

Action: 2 PIDGEONS FLY OFF,

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



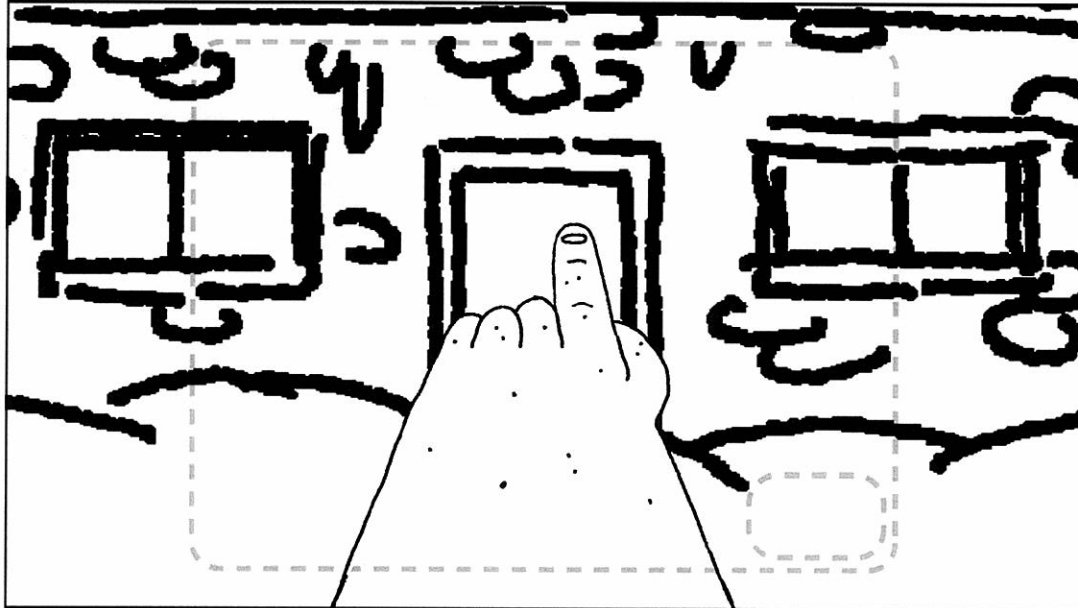
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Sc. 52

Pnl. S

Bg.

day night

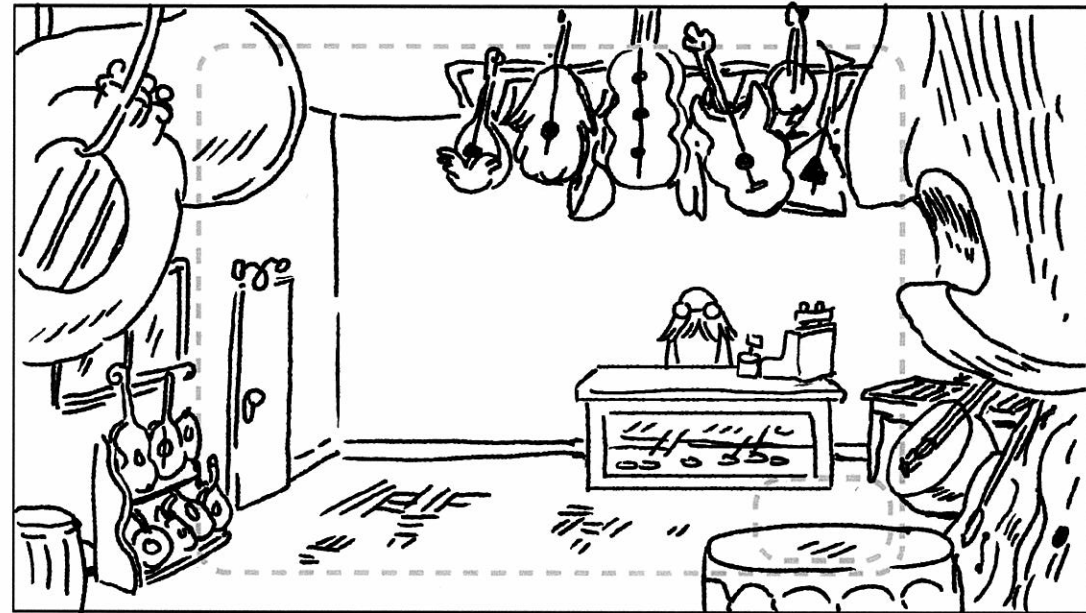


Sc. 53

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



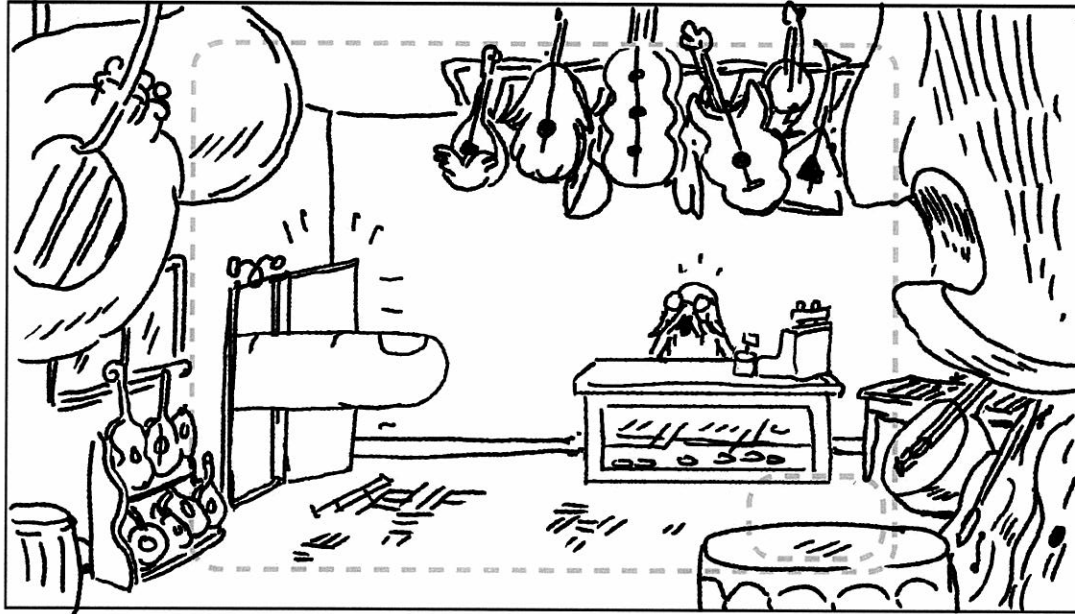
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Sc. 53

Pnl. B

Bg.

day night

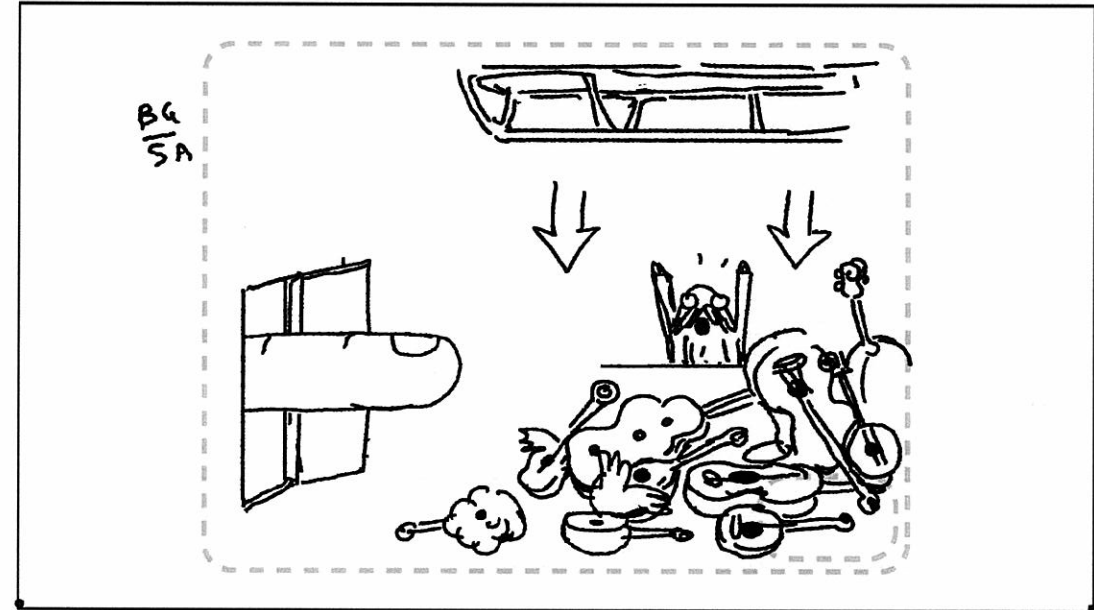


Sc. 53

Pnl. C

Bg.

day night



Dialog:

(SFX) BAM!!!!
JINGLING OF A SHOP-DOOR-BELL

Action:

FINGER
SHOOTS IN, SLAMMING OPEN
DOOR.

Timing:

(WIZ) WAUGH!!!!

INSTRUMENTS FALL.

EPISODE # 1014-107

Production :

ADVENTURE TIME



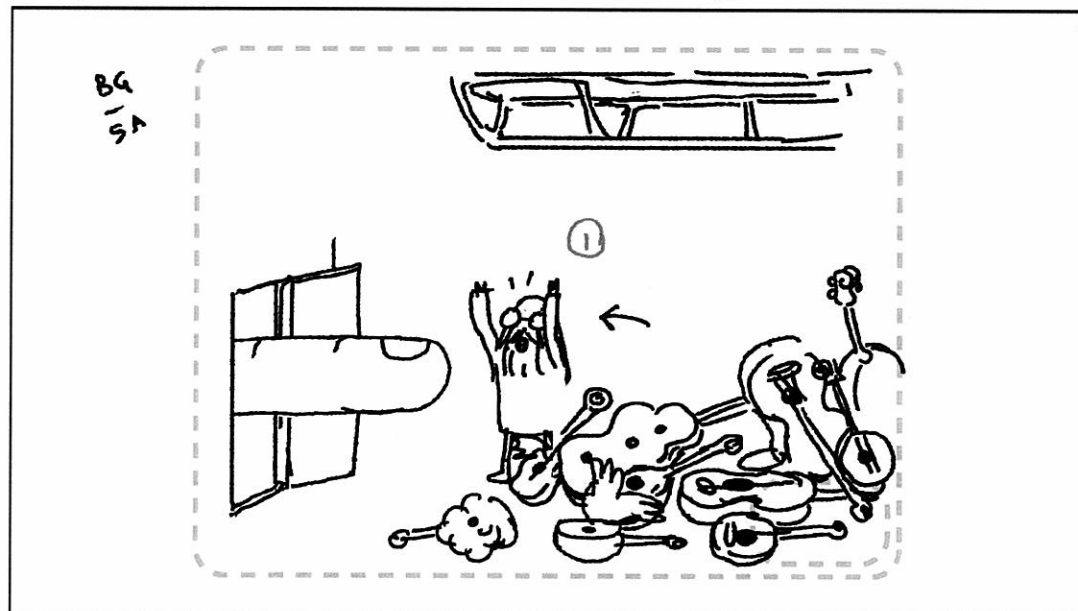
Page 81

Sc. 53

Pnl. D

Bg.

day night

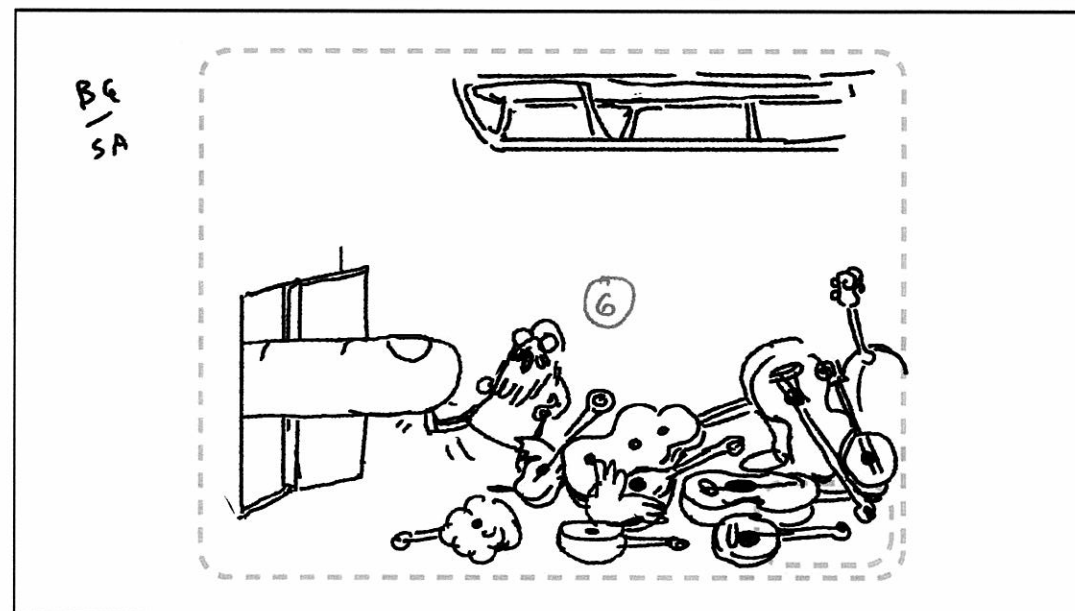


Sc. 53

Pnl. E

Bg.

day night

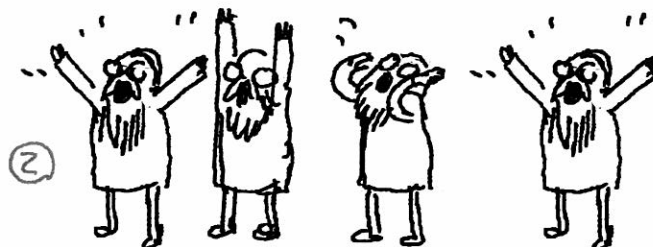


Dialog:

(WIZ) / WHAGLGALGW!

(WIZ) / (KICKS) EUCH!

Action:



Timing:

3 4 5

EPISODE # 1014-107

Production :

ADVENTURE TIME



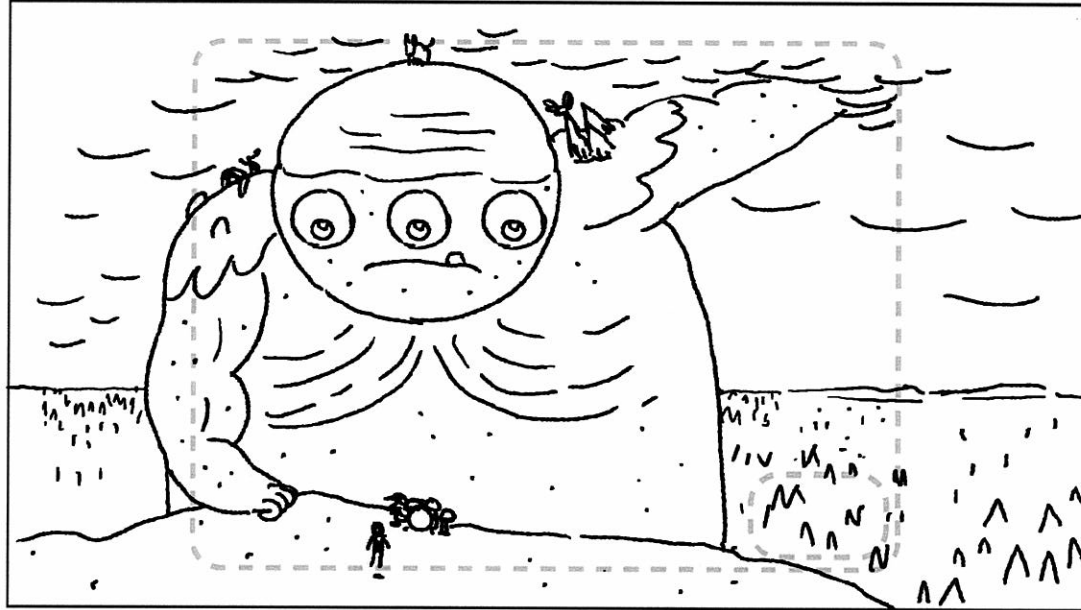
Page **82**

Sc. **54**

Pnl. **A**

Bg.

day night



Sc. **55**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # **1014-107**

Production :

ADVENTURE TIME



Page 83

Sc. 55

Pnl. B

Bg.

day night

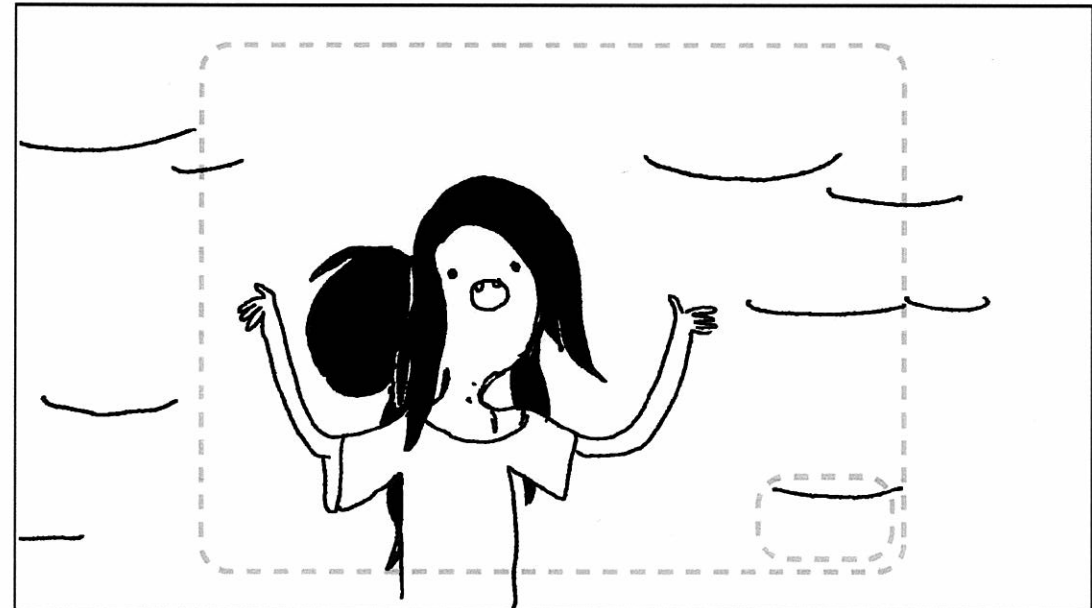


Sc. 55

Pnl. C

Bg.

day night



Dialog:

(M) HRMM...

(M) / SORRY DUDE, I CAN'T
SEE WHERE YOU'RE POINTING!

Action:

≡ SQUINT ≡

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



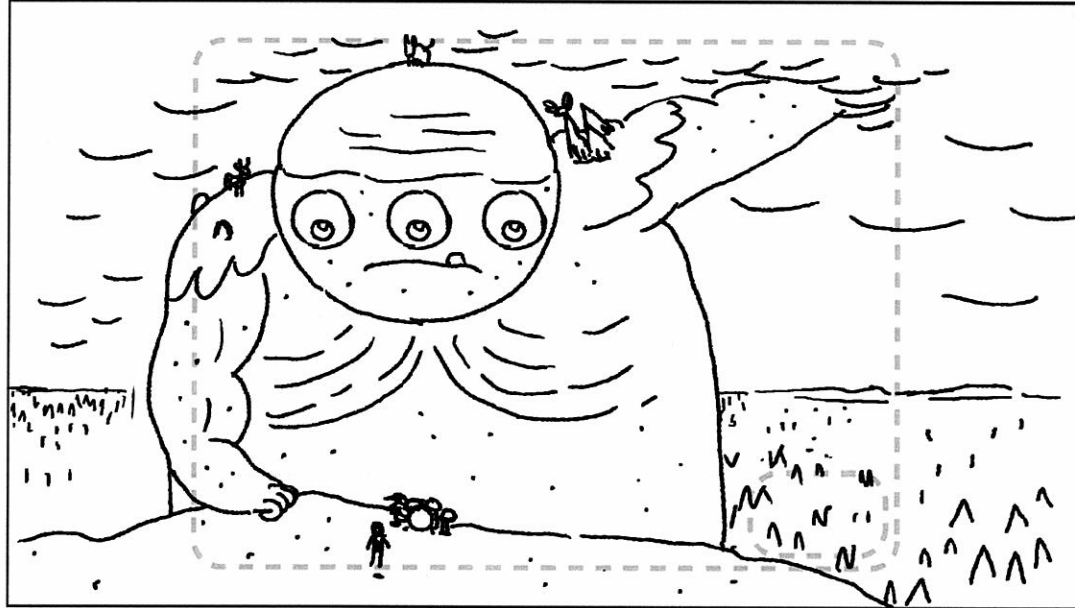
Page 84

Sc. 56

Pnl. A

Bg.

day night

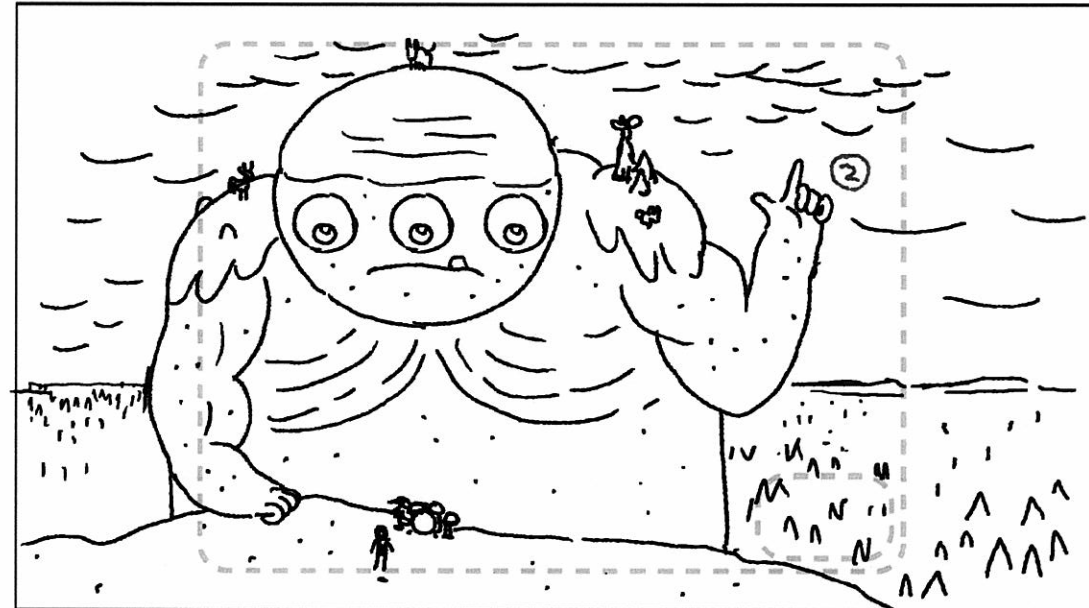


Sc. 56

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



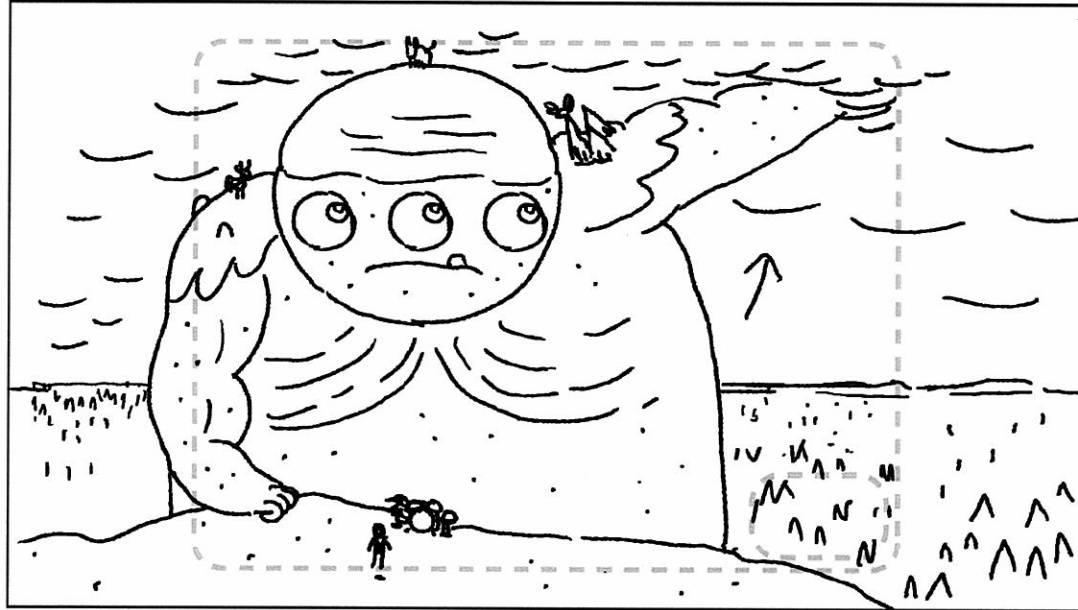
Page 85

Sc. 56

Pnl. C

Bg.

day night

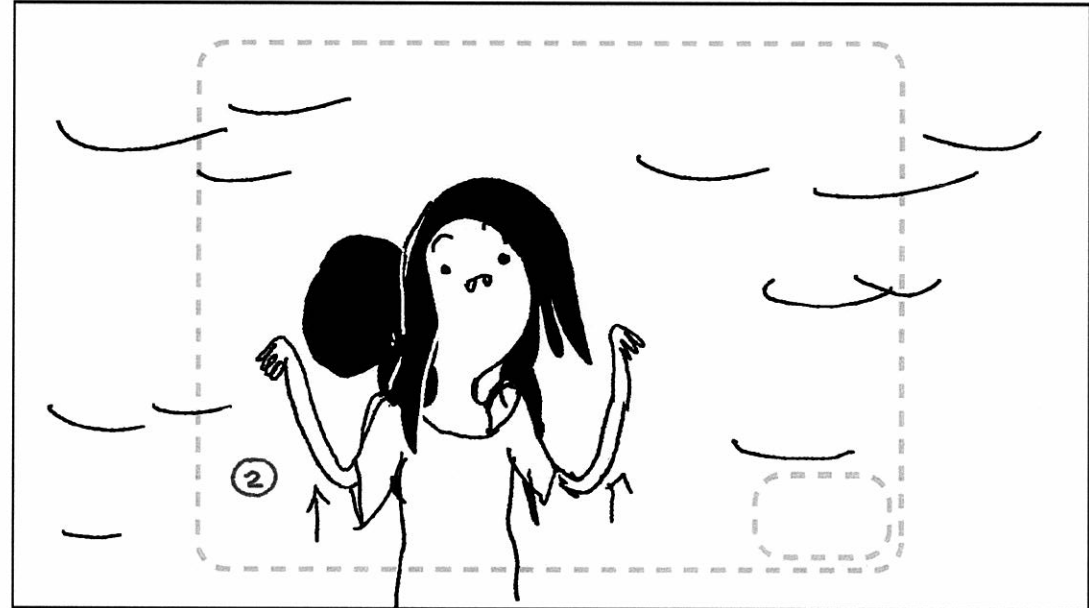


Sc. 57

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



MARCY SHRUGS

EPISODE # 1014-107

Production :

ADVENTURE TIME



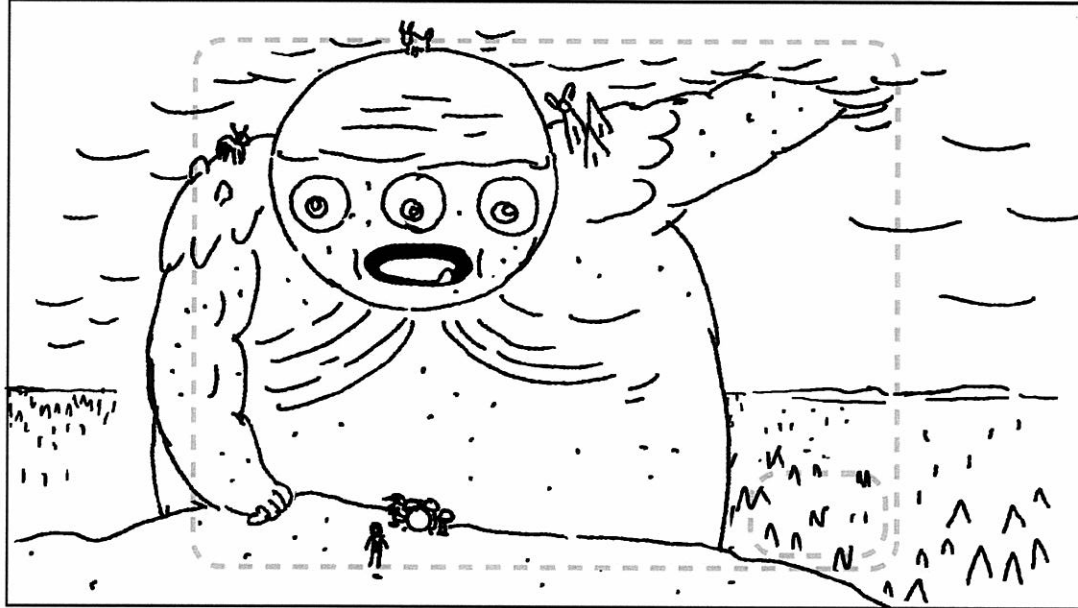
Page **86**

Sc. 58

Pnl. A

Bg.

day night

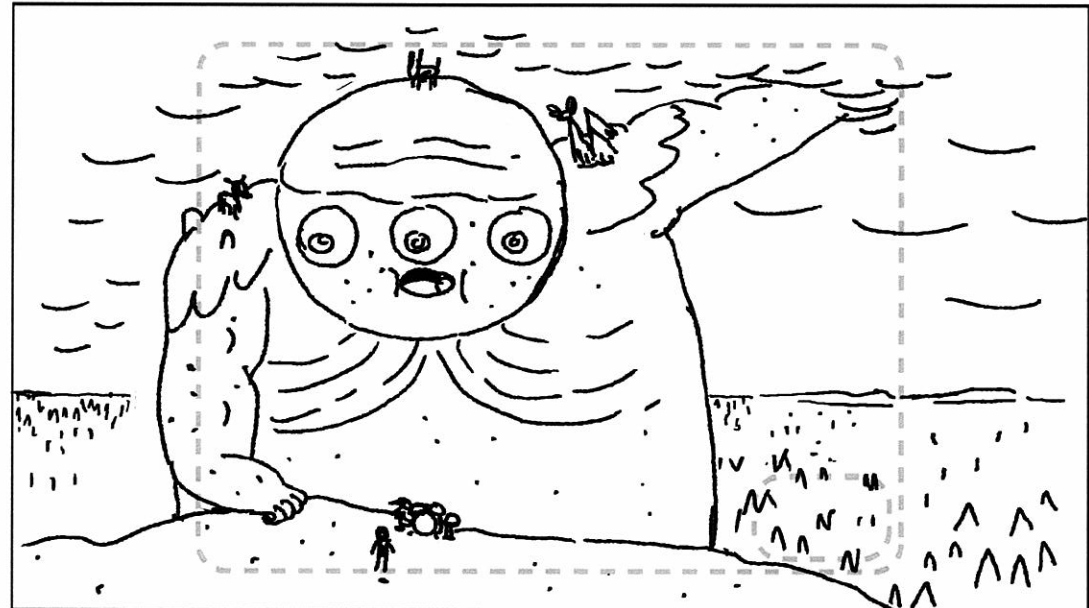


Sc. 58

Pnl. B

Bg.

day night



Dialog:

(GIANT) / (SIGHS)

Action:

(INHALES)

(EXHALES)

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



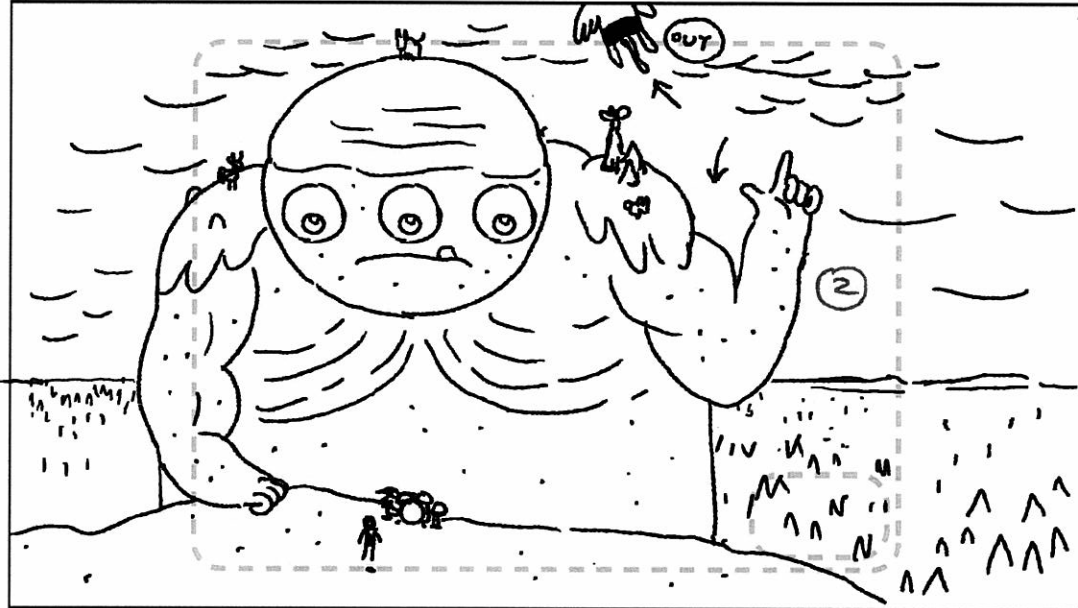
Page 87

Sc. 58

Pnl. C

Bg.

day night

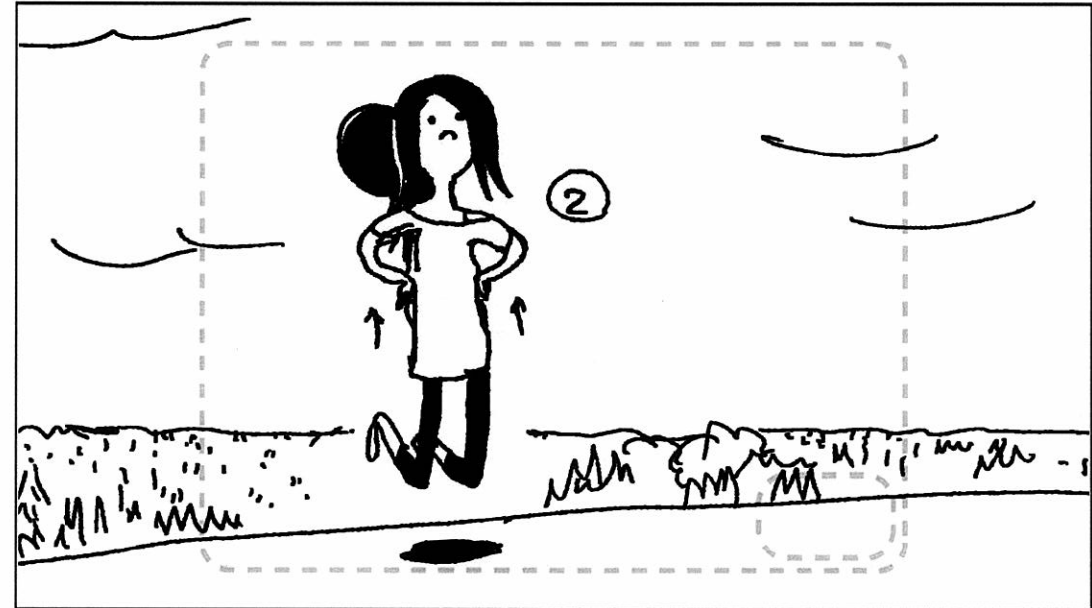


Sc. 59

Pnl. A

Bg.

day night



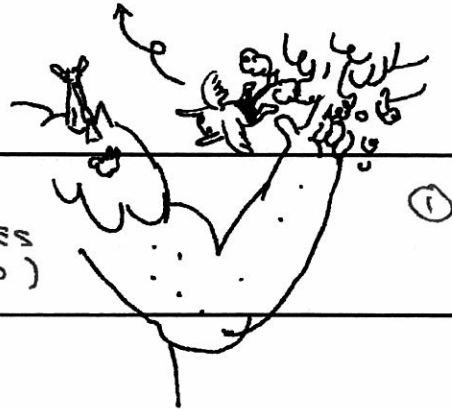
Dialog:

(SFX) / FUF!

Action:

(CAVE GRIFFON COMES OUT WITH HAND)

Timing:



(M) HMM.



EPISODE # 1014-107

Production :

ADVENTURE TIME



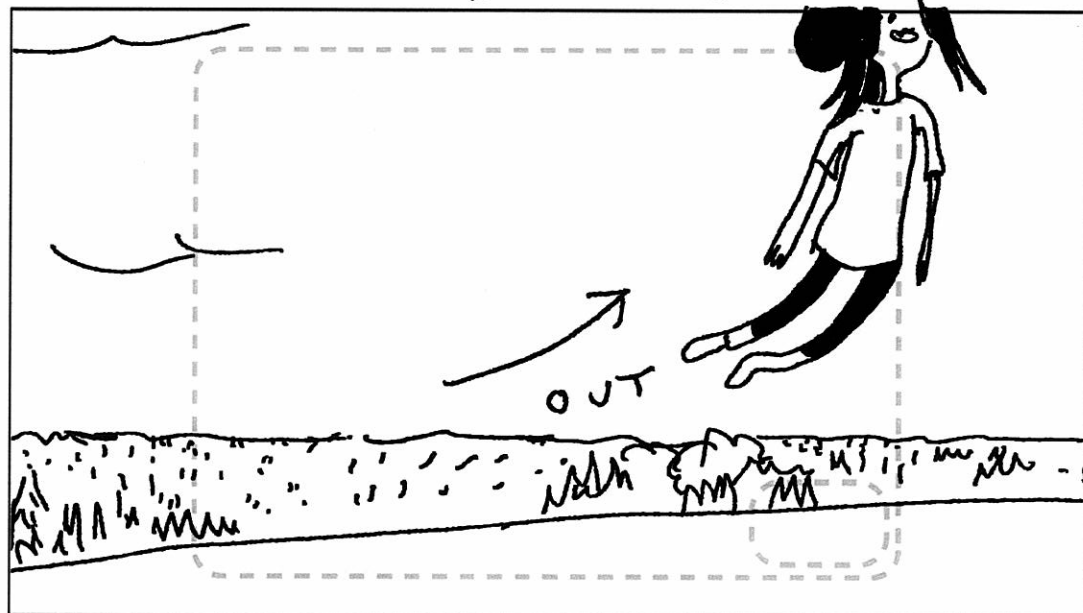
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Sc. 59

Pnl. B

Bg.

day night

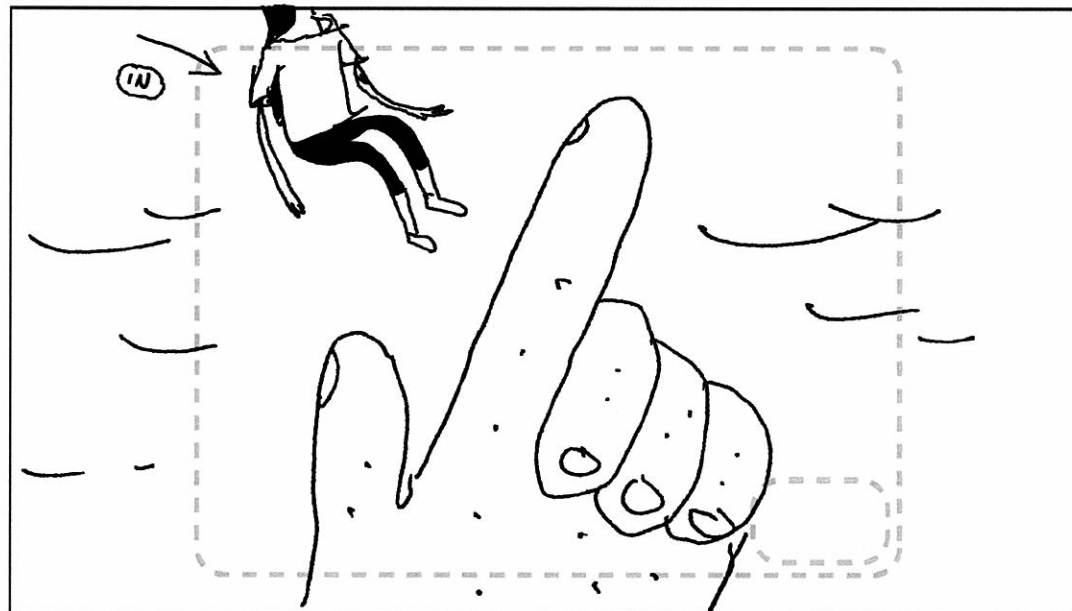


Sc. 60

Pnl. A

Bg.

day night



Dialog:

(M) I'VE GOT AN
IDEA.

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



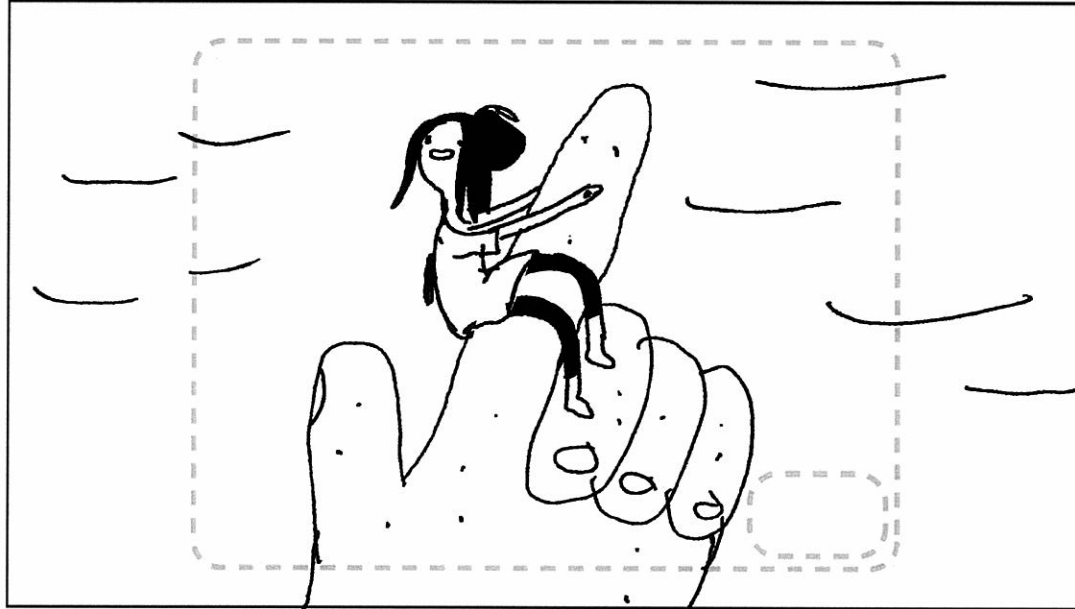
Page 89

Sc. 60

Pnl. B

Bg.

day night

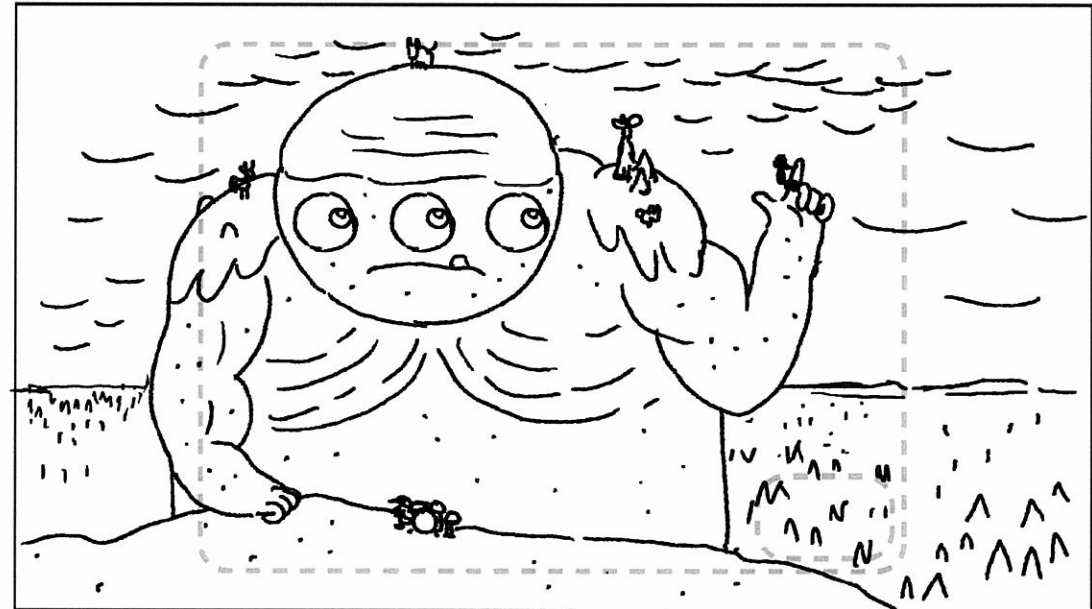


Sc. 61

Pnl. A

Bg.

day night



Dialog:

(M) OK!

(M) (CONT)/ POINT NOW!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



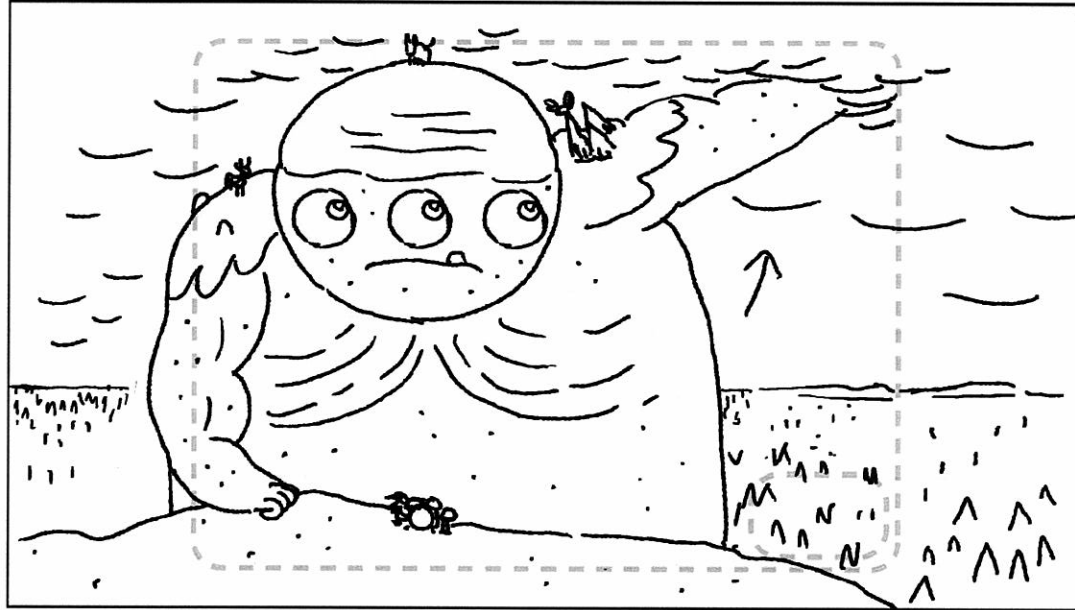
Page 90

Sc. 61

Pnl. B

Bg.

day night

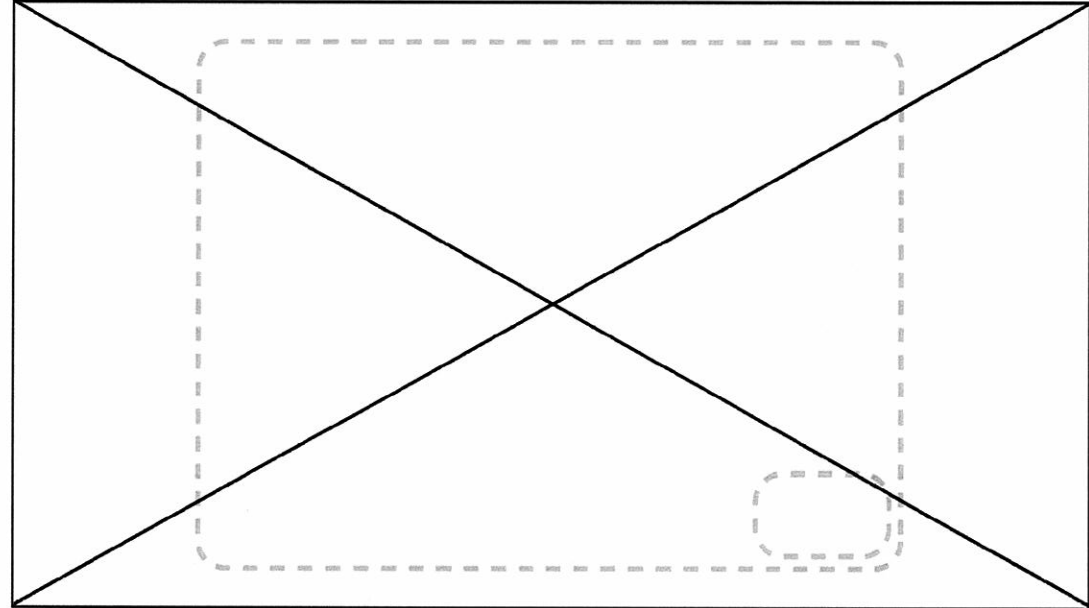


Sc.

Pnl.

Bg.

day night



Dialog:

(M) / (ABRUPT) YEEEE-!

Action:

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



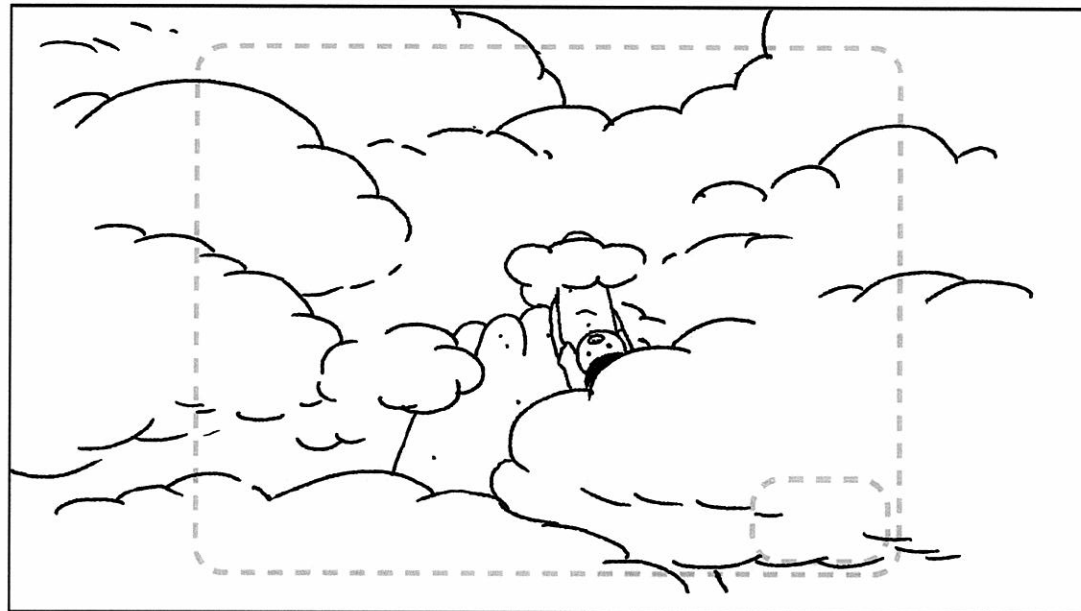
Page 91

Sc. 62

Pnl. A

Bg.

day night

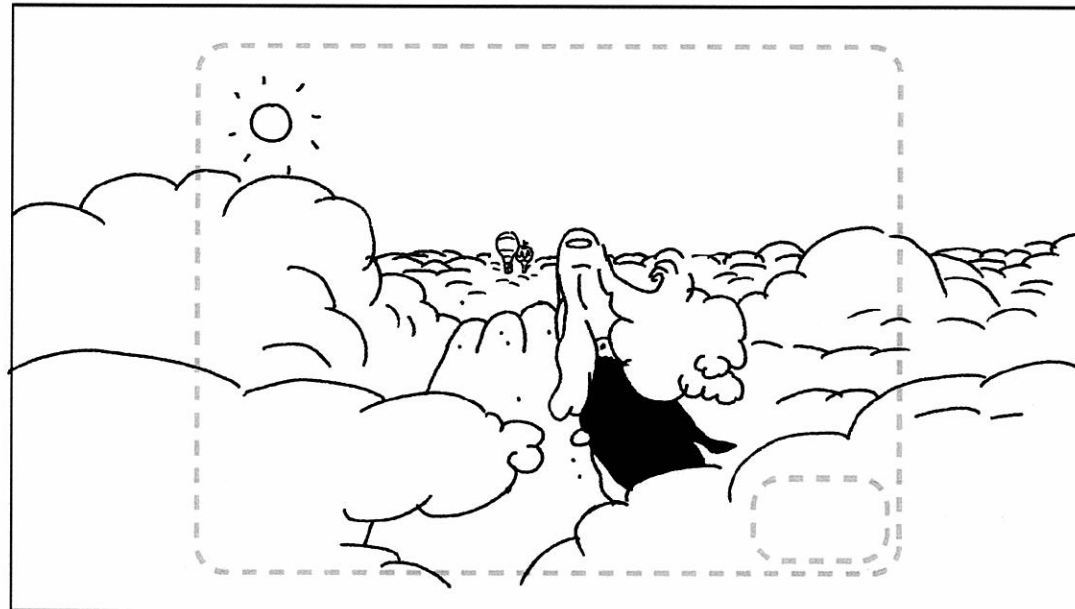


Sc. 62

Pnl. B

Bg.

day night



Dialog:

(MARCELINE IS LAUGHING/SCREAMING
THROUGH THE WHOLE SEQUENCE.)

Action:

SC. SAME AS BEFORE
(MAYBE FASTER?)

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



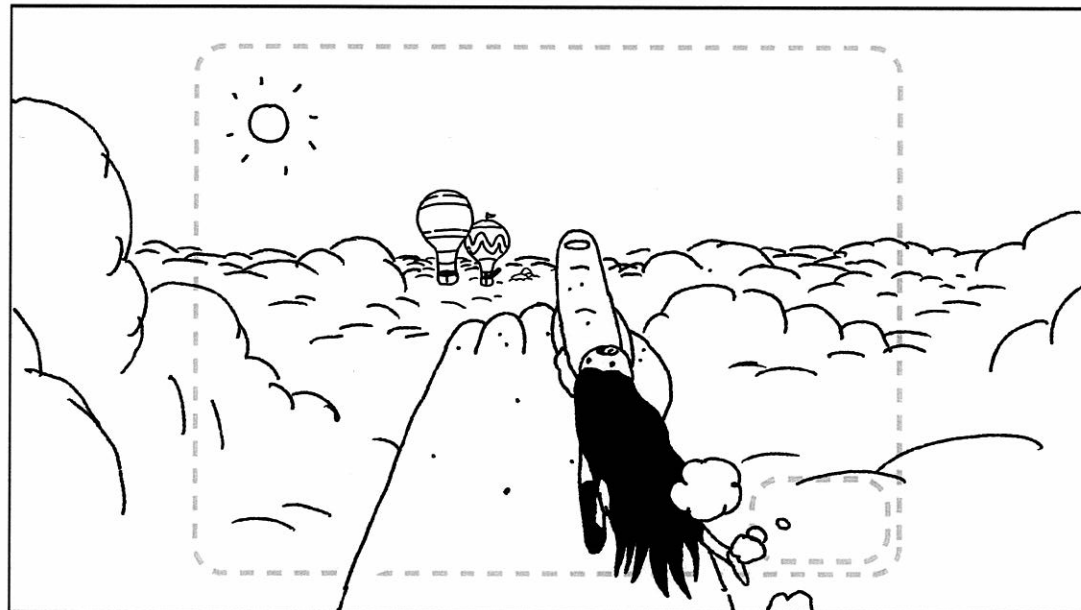
Page 92

Sc. 62

Pnl. C

Bg.

day night

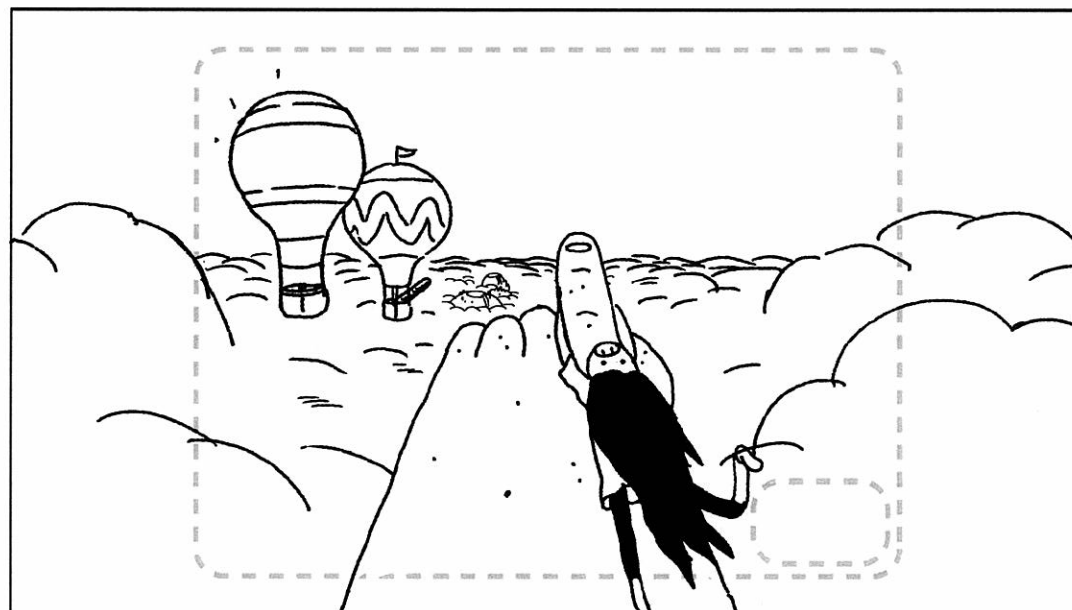


Sc. 62

Pnl. D

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



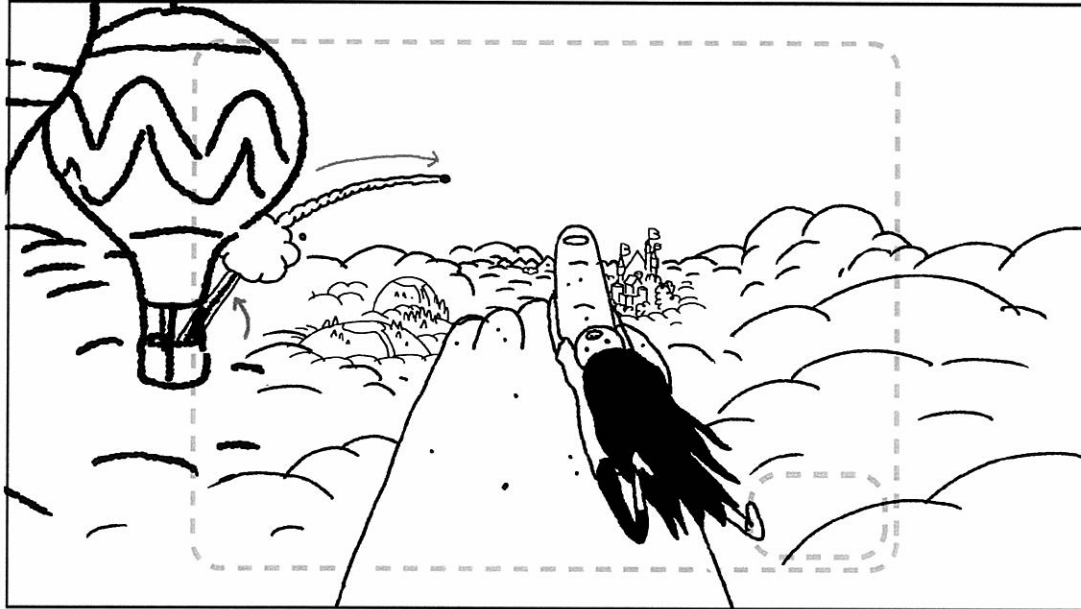
Page **93**

Sc. 62

Pnl. E

Bg.

day night

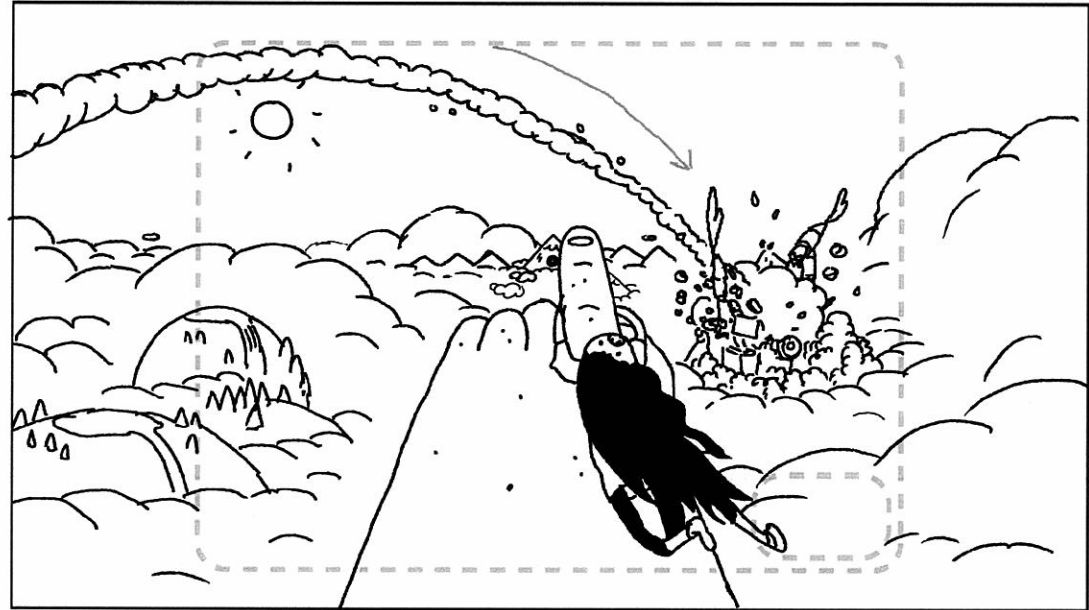


Sc. 62

Pnl. F

Bg.

day night



Dialog:

SFX: BOOM!

Action:

CANNON REARS UP,
BOOM!

MOVING SO FAST!!!!

Timing:

EPISODE # **1014-107**

Production :

ADVENTURE TIME



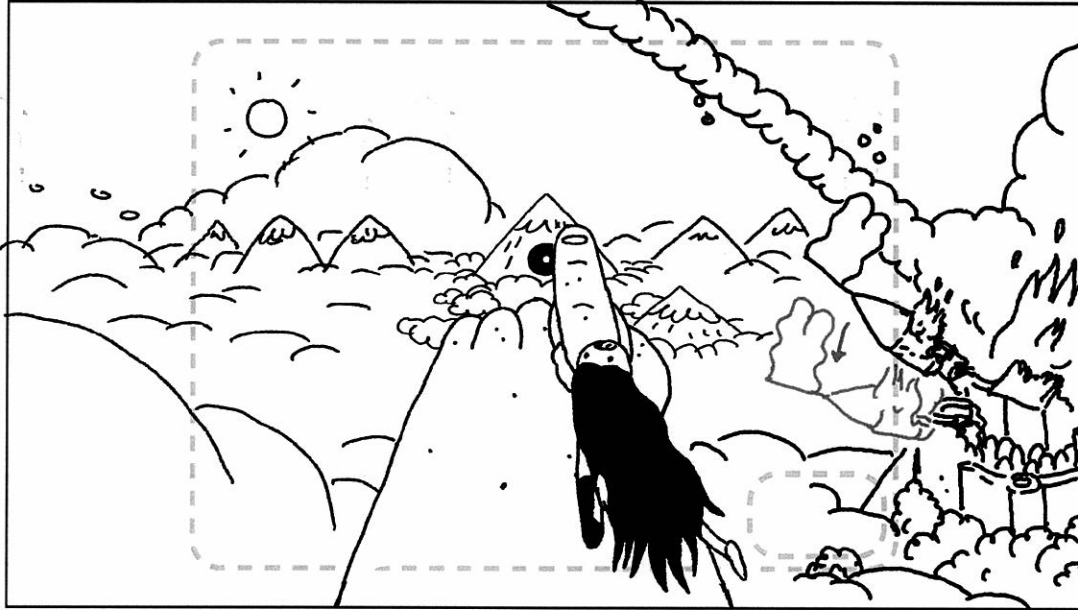
Page 94

Sc. 62

Pnl. G

Bg.

day night

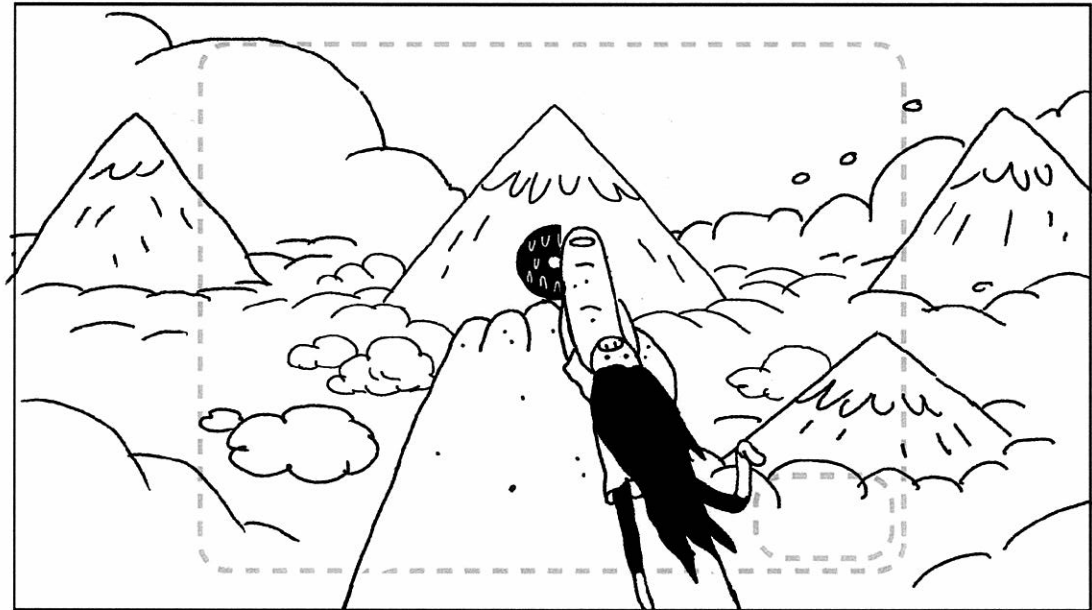


Sc. 62

Pnl. H

Bg.

day night



Dialog:

Action:

TOWER
COLAPSES

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



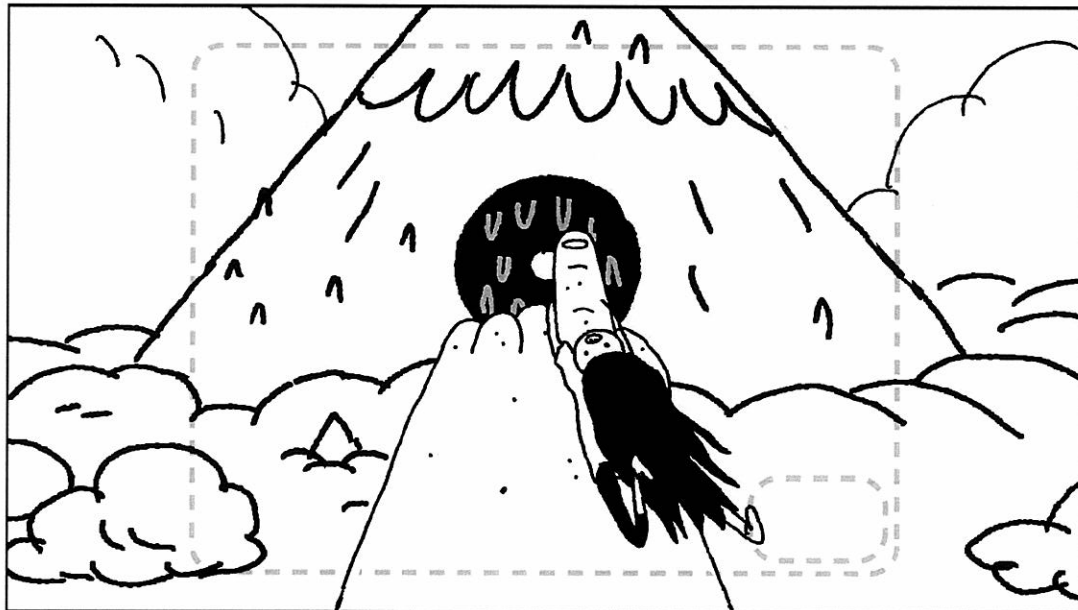
Page 95

Sc. 62

Pnl. I

Bg.

day night



Sc. 62

Pnl. J

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



Page 96

Sc. 62

Pnl. K

Bg.

day night



Sc. 62

Pnl. L

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



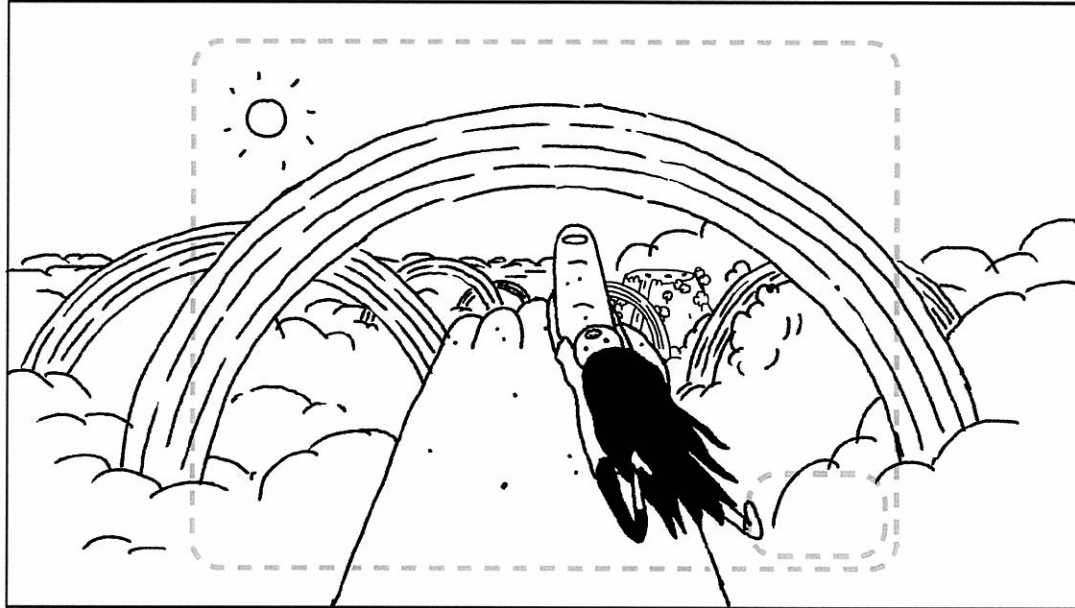
Page 97

Sc. 62

Pnl. M

Bg.

day night

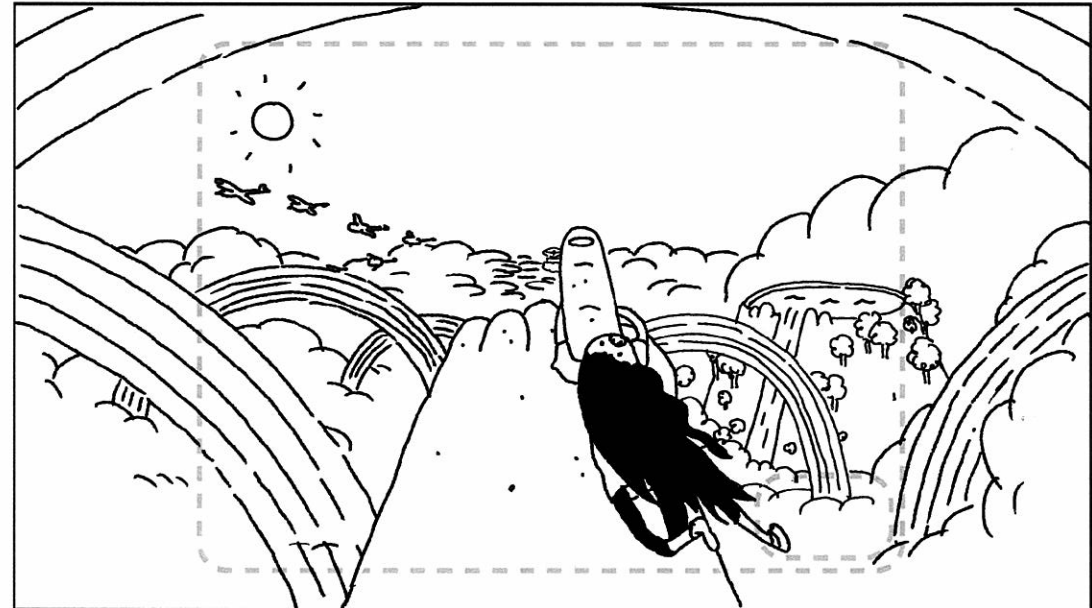


Sc. 62

Pnl. N

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



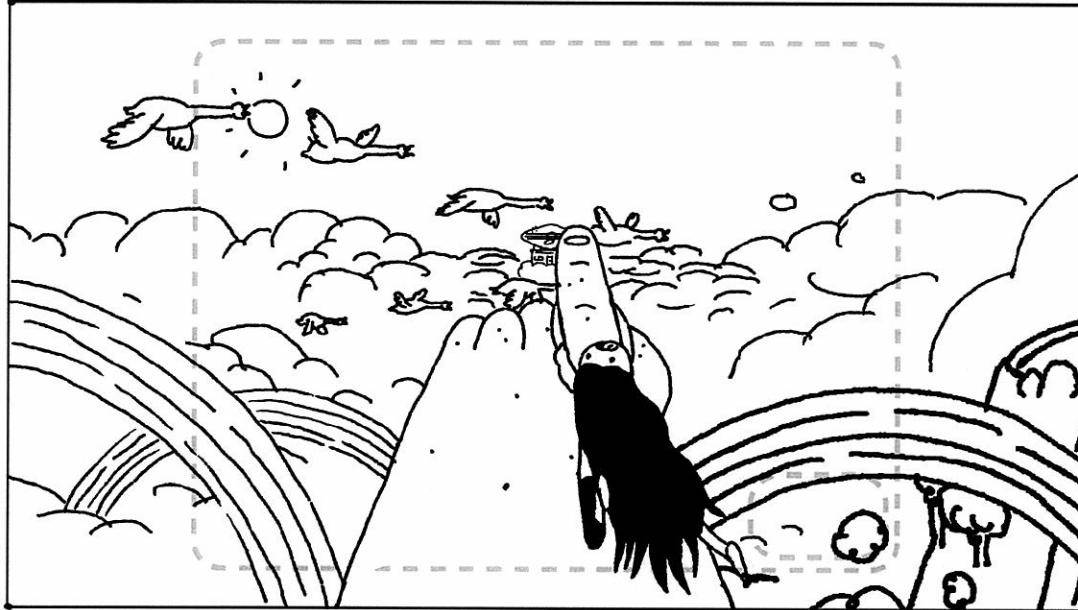
Page **98**

Sc. 62

Pnl. O

Bg.

day night

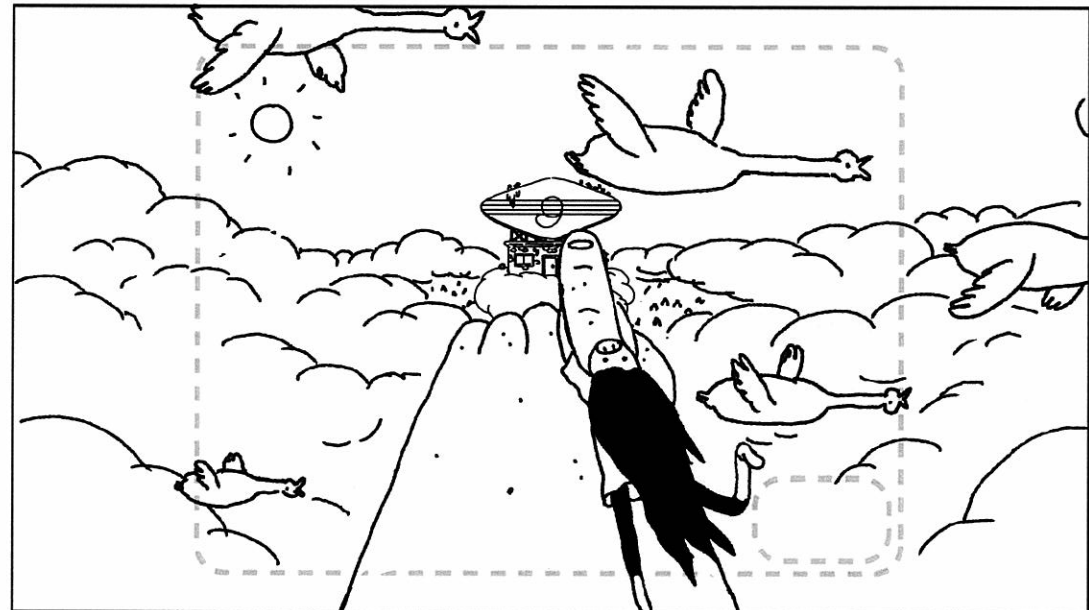


Sc. 62

Pnl. P

Bg.

day night



Dialog:

SFX / **GOOSE HONKS**

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # **1014-107**

Production :

ADVENTURE TIME



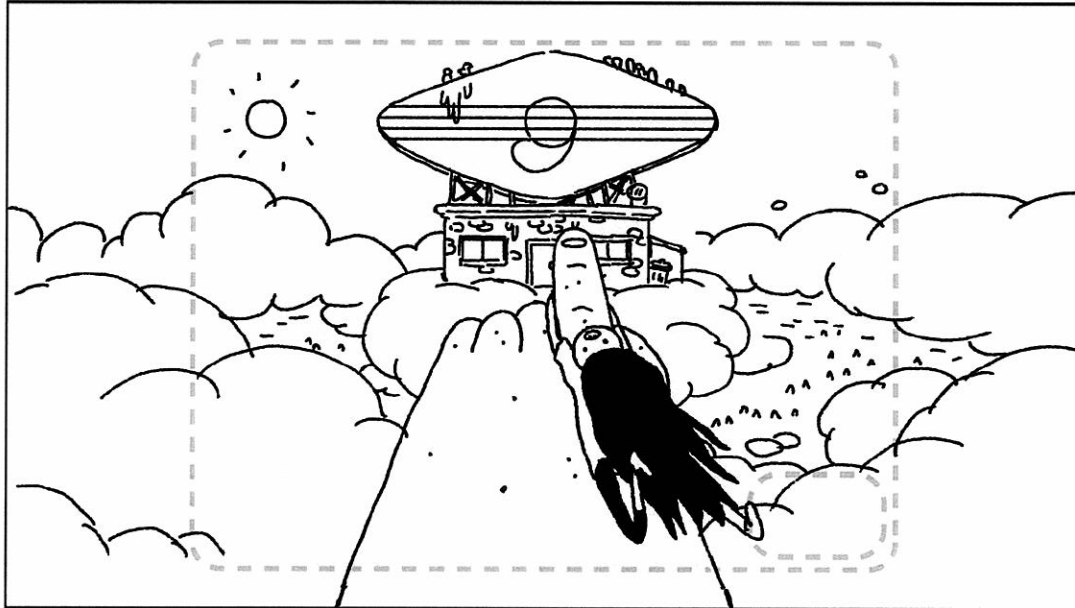
Page 99

Sc. 62

Pnl. Q

Bg.

day night

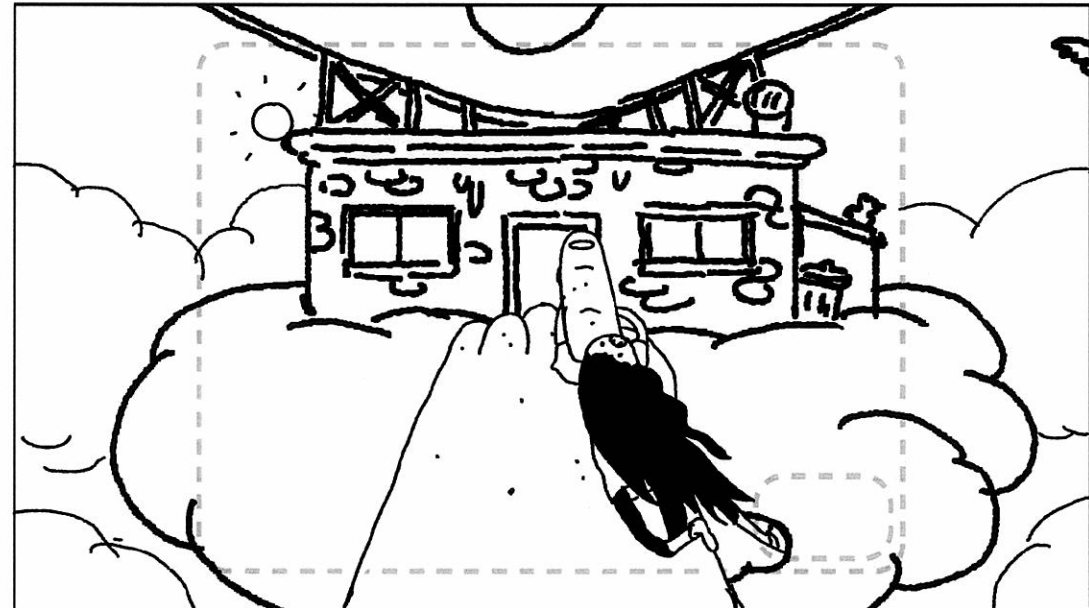


Sc. 62

Pnl. R

Bg.

day night



Dialog:

Action:

MOVING SO FAST!!!!

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



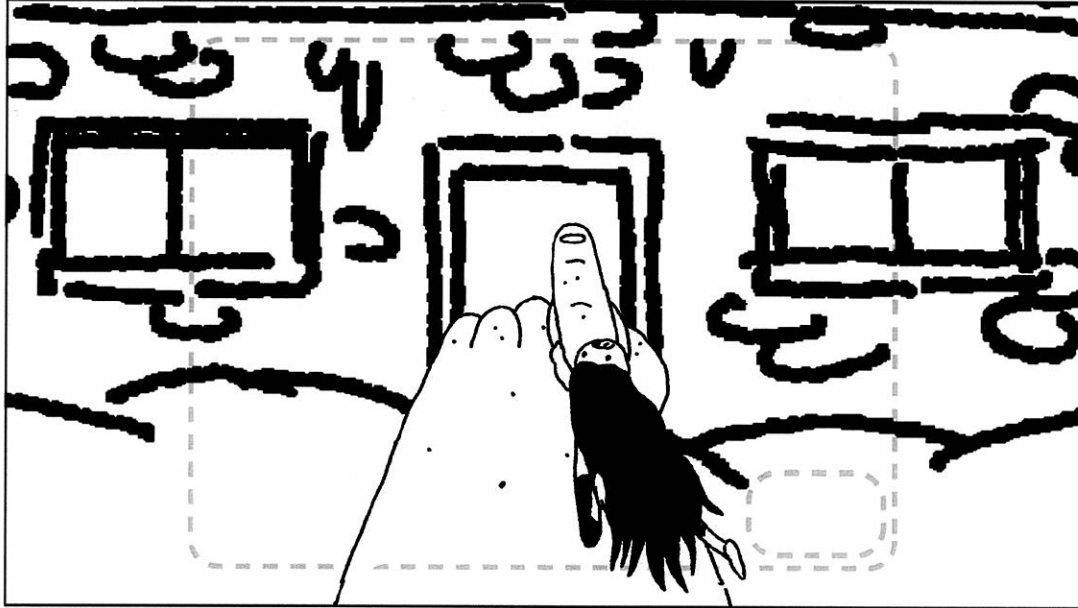
Page 100

Sc. 62

Pnl. S

Bg.

day night

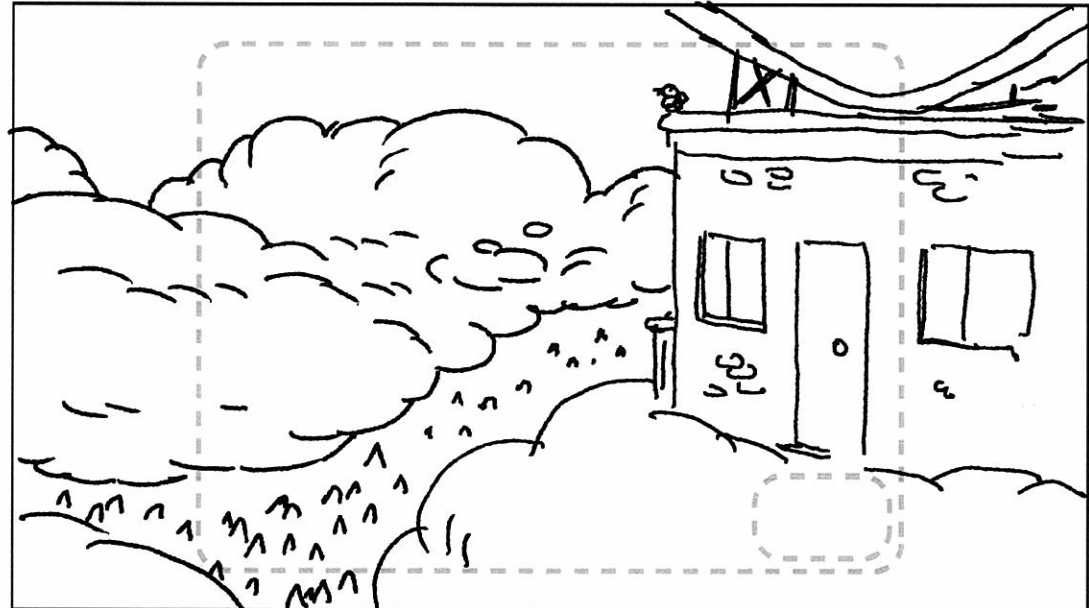


Sc. 63

Pnl. A

Bg.

day night



Dialog:

(M) / EEEEEEEEEEEH

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



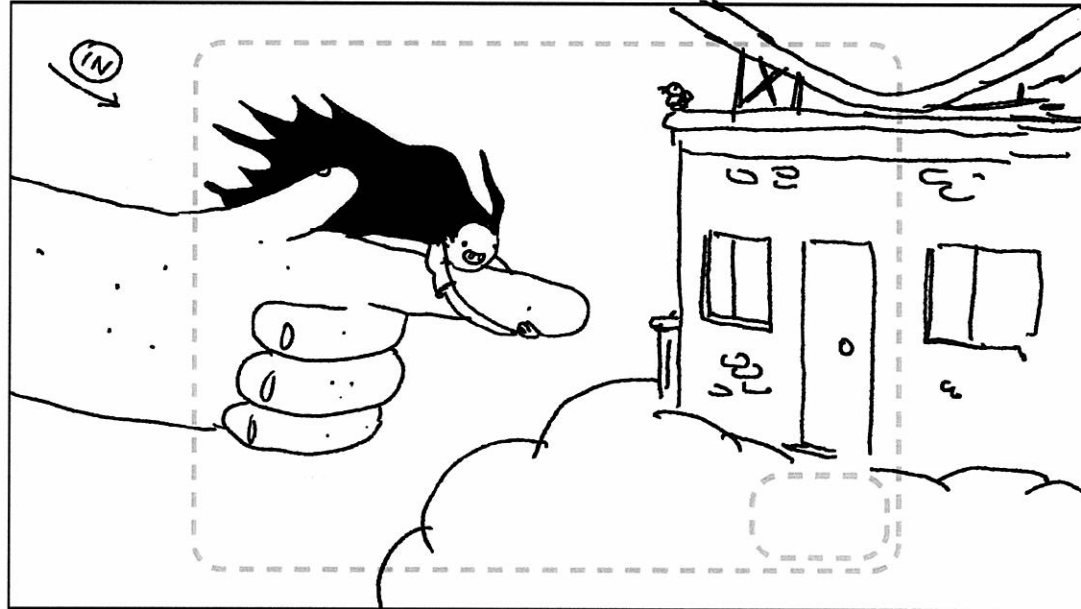
Page 101

Sc. 63

Pnl. B

Bg.

day night

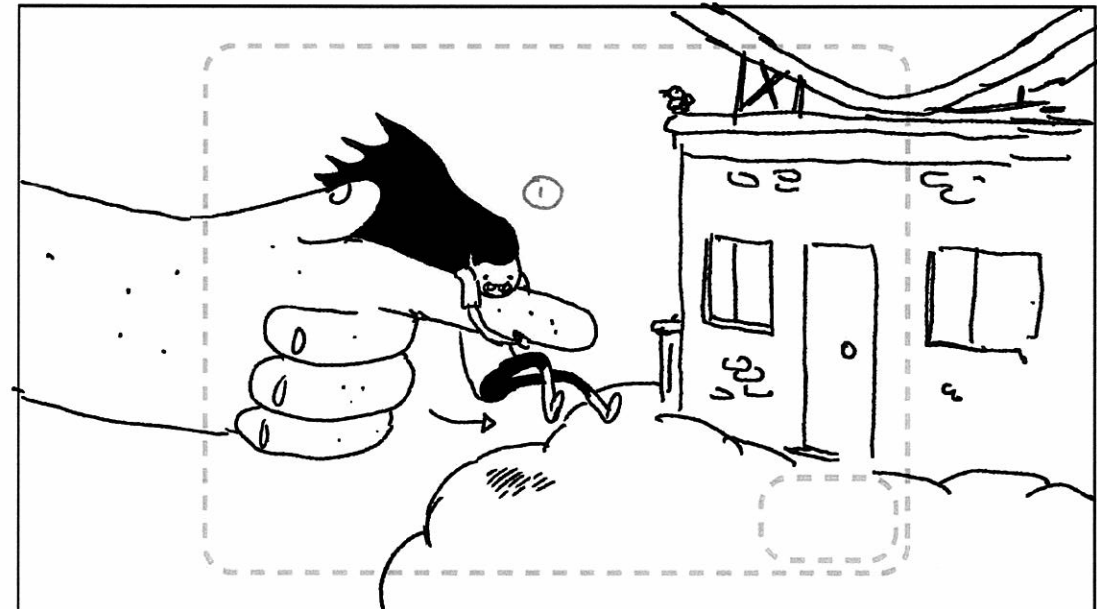


Sc. 63

Pnl. C

Bg.

day night



Dialog:

(M) (CONT) AHAHAHAH.

(M) HA HA HA, woo.

Action:

HAND COMES IN FAST,
STOPS DEAD.

MARCY SLIDES DOWN FINGER.

Timing:



EPISODE # 1014-107

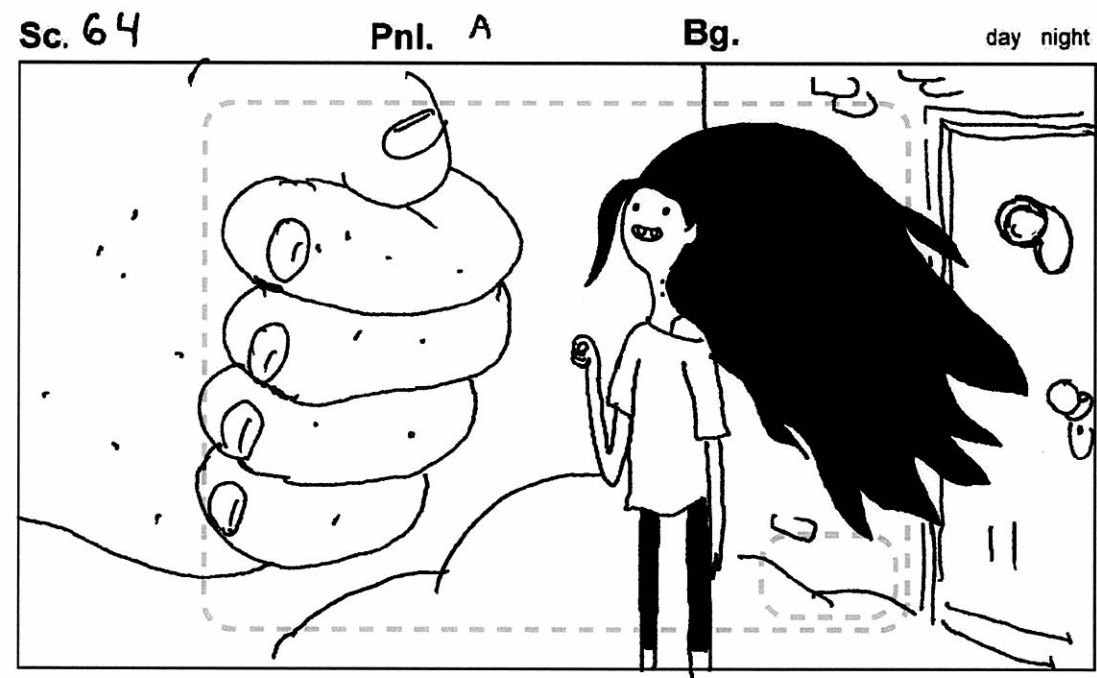
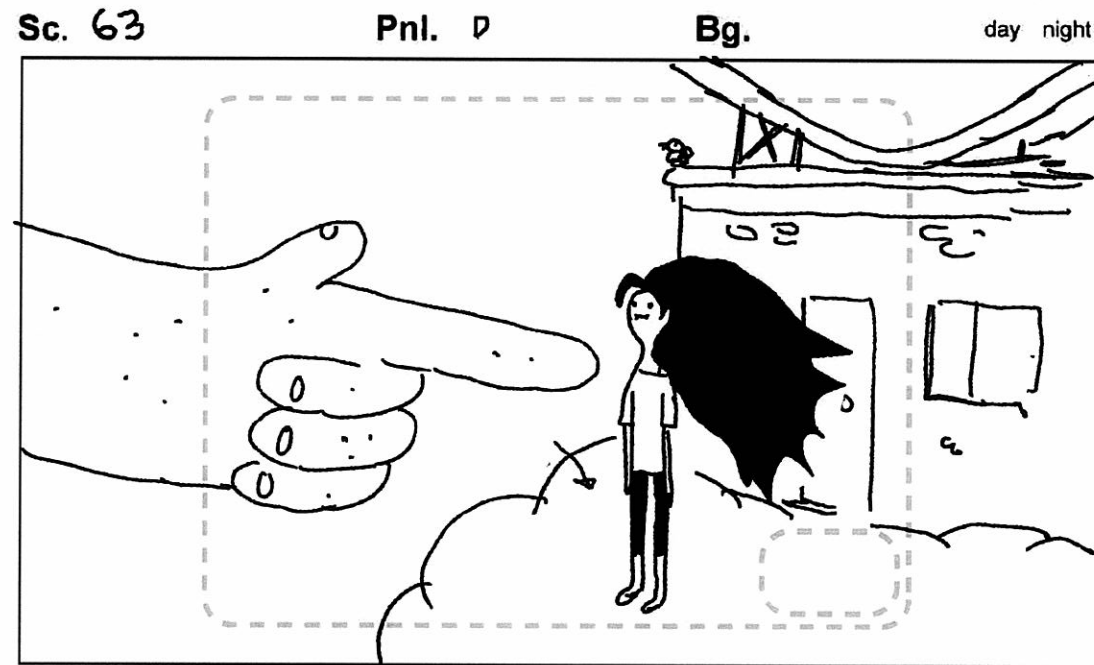
Production :

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ADVENTURE TIME



Page 102



Dialog:

(M) / THANKS , MAN.

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



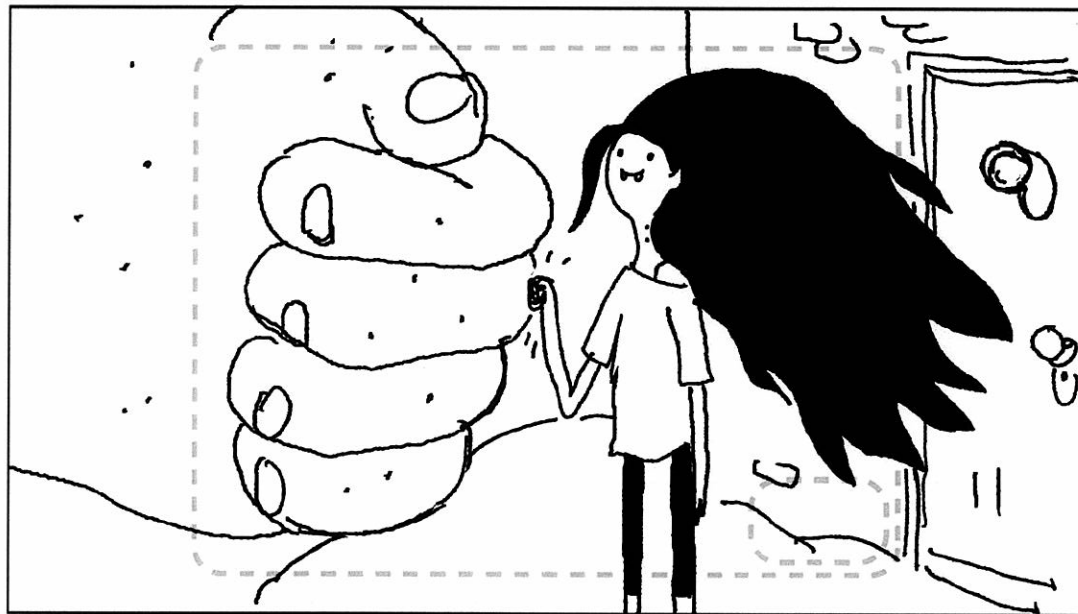
Page 103

Sc. 64

Pnl. β

Bg.

day night

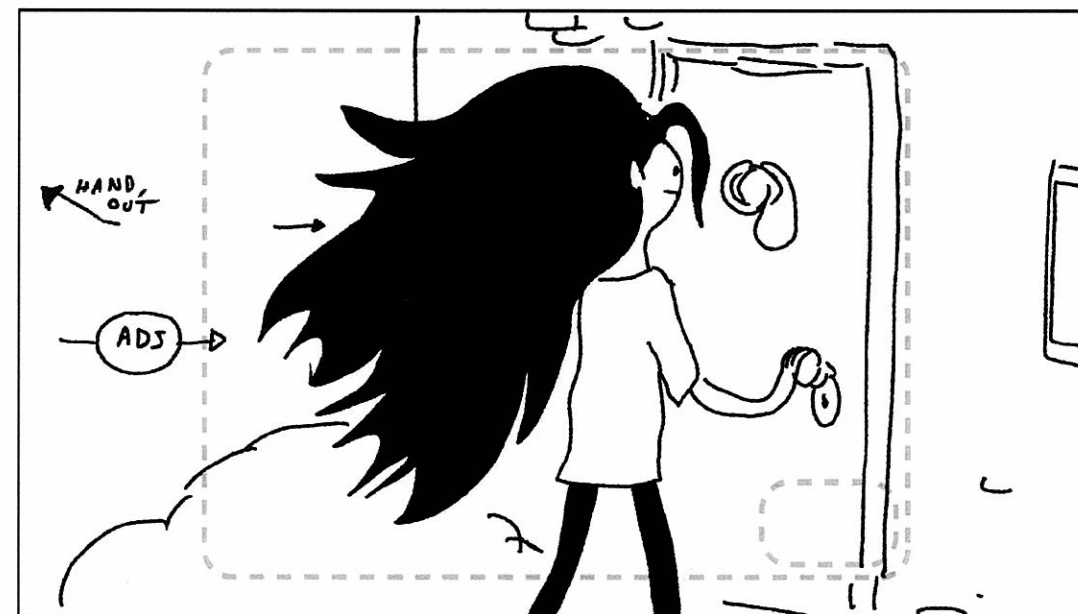


Sc. 64

Pnl. γ

Bg.

day night



Dialog:

Action:

FIST BUMP.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



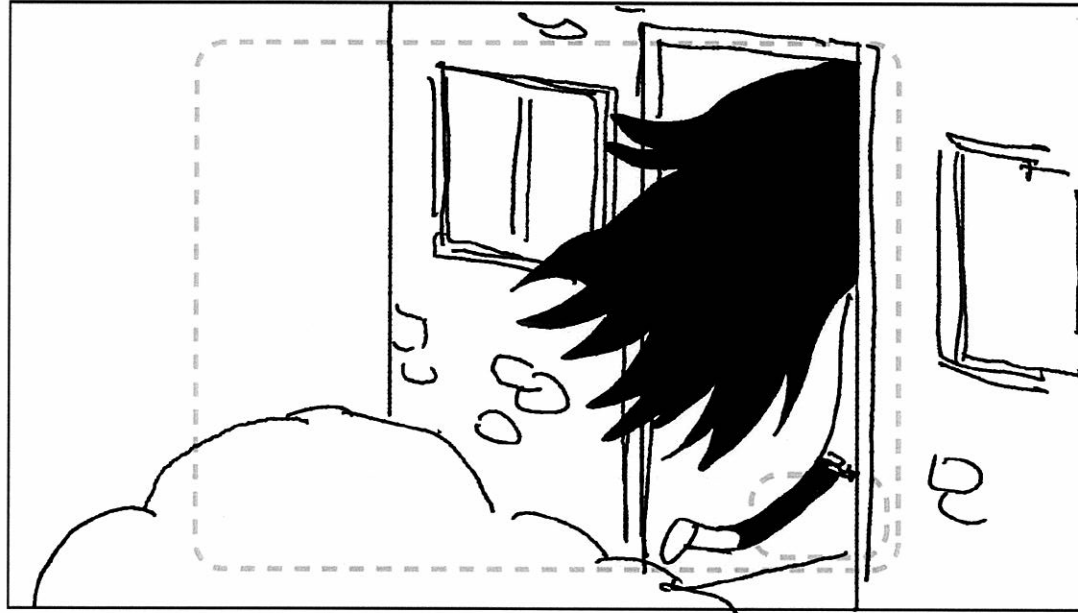
Page 104

Sc. 64

Pnl. D

Bg.

day night

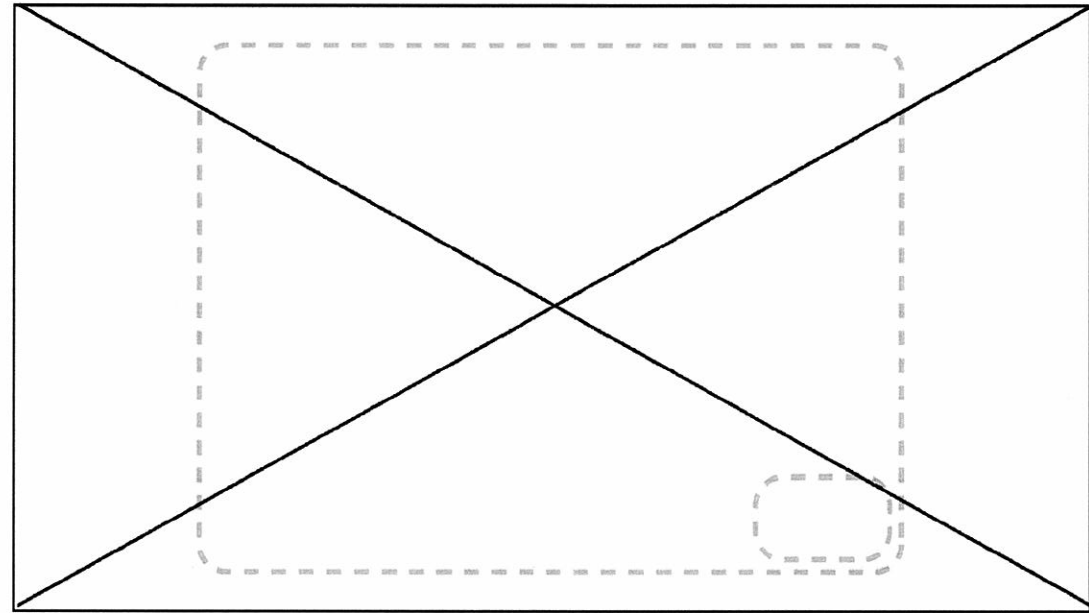


Sc.

Pnl.

Bg.

day night



Dialog:

(SFX) / DOOR JINGLE

Action:

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



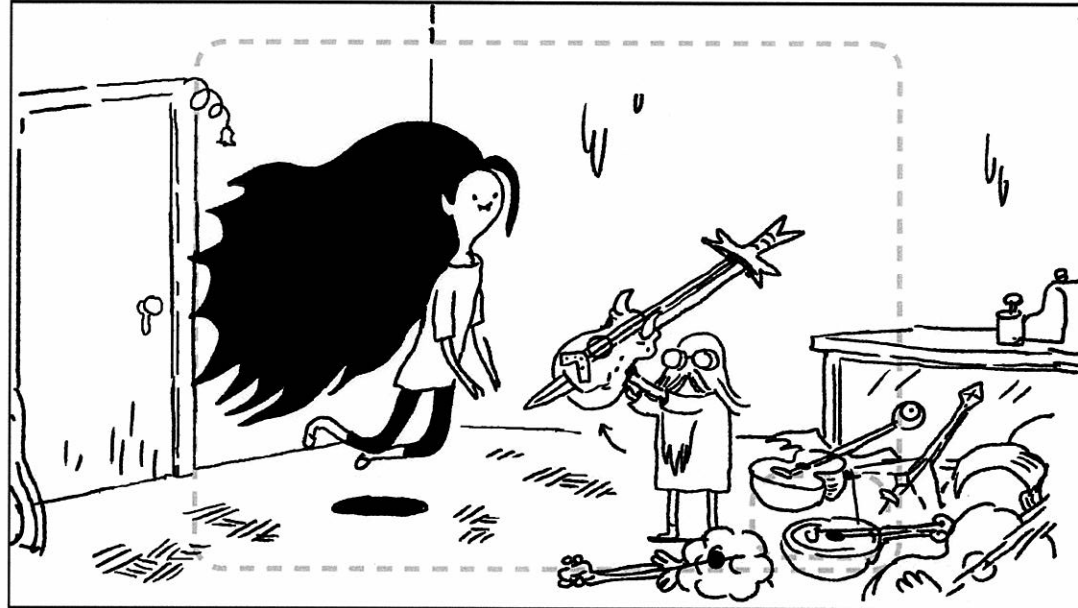
Page 105

Sc. 65

Pnl. A

Bg.

day night

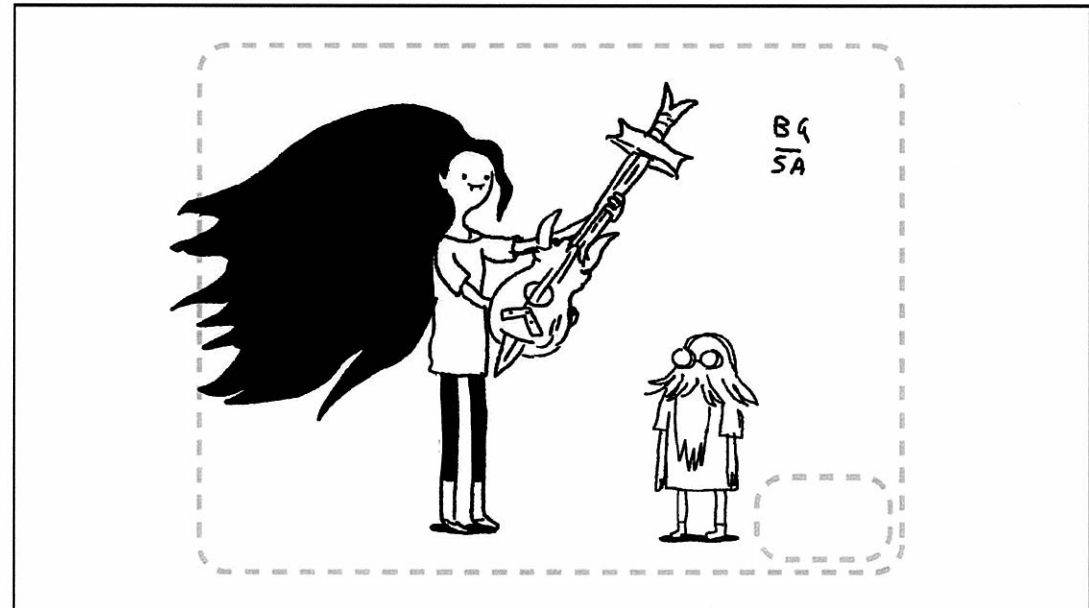


Sc. 65

Pnl. B

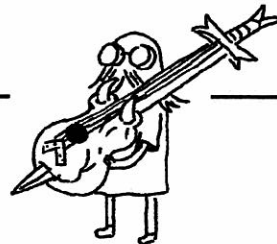
Bg.

day night



Dialog:

Action:



Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



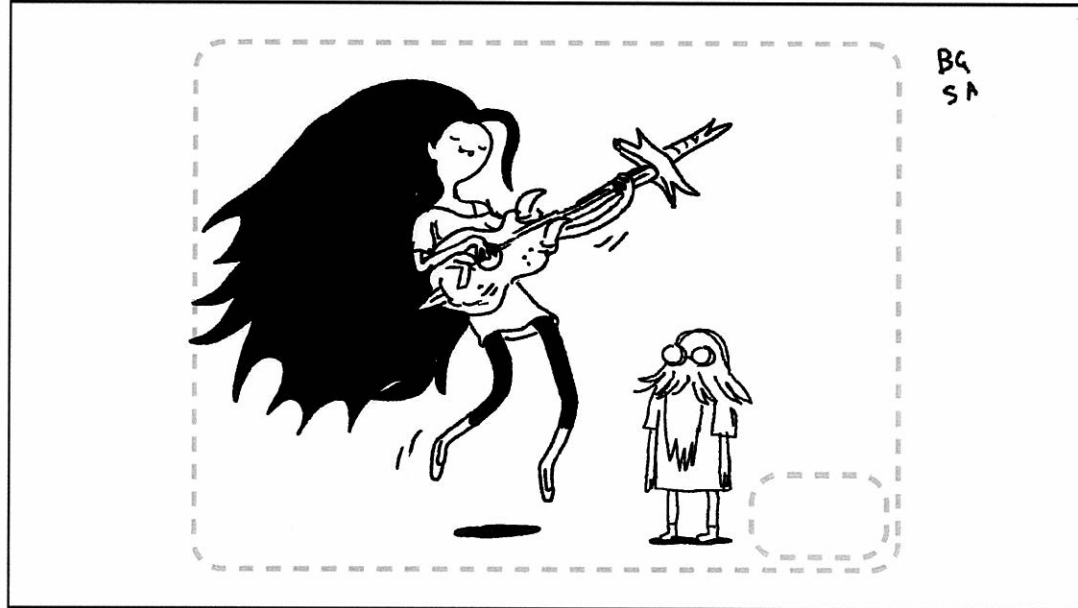
Page 106

Sc. 65

Pnl. C

Bg.

day night

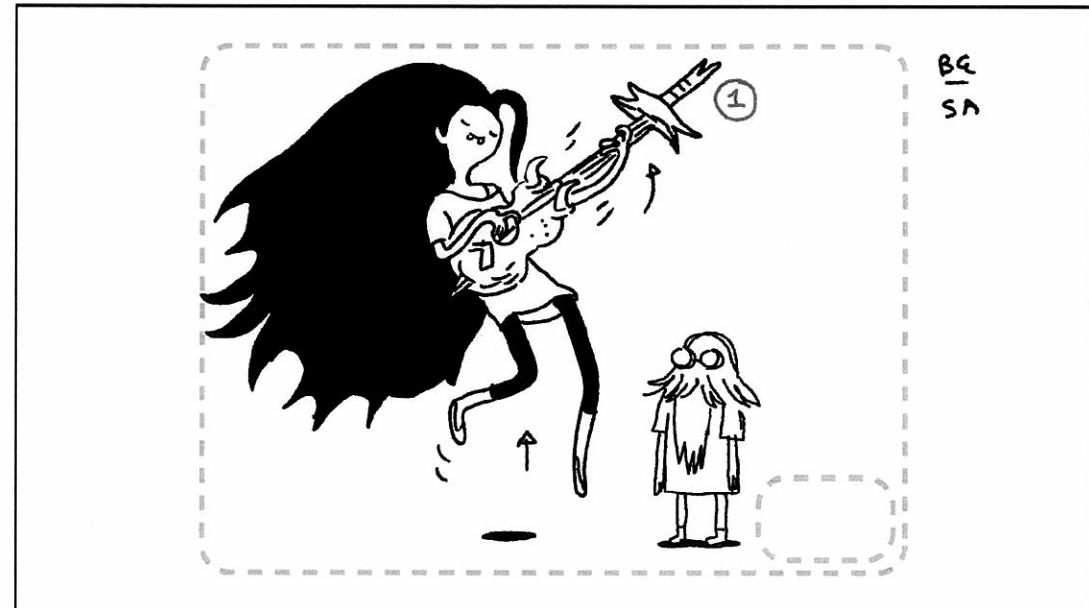


Sc. 65

Pnl. D

Bg.

day night

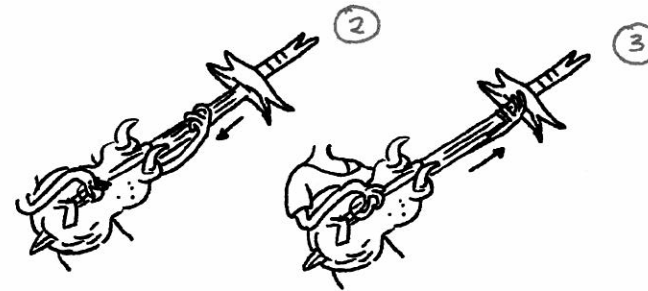


Dialog:

Action:

PLAYING GUITAR
REAL COOLY.

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



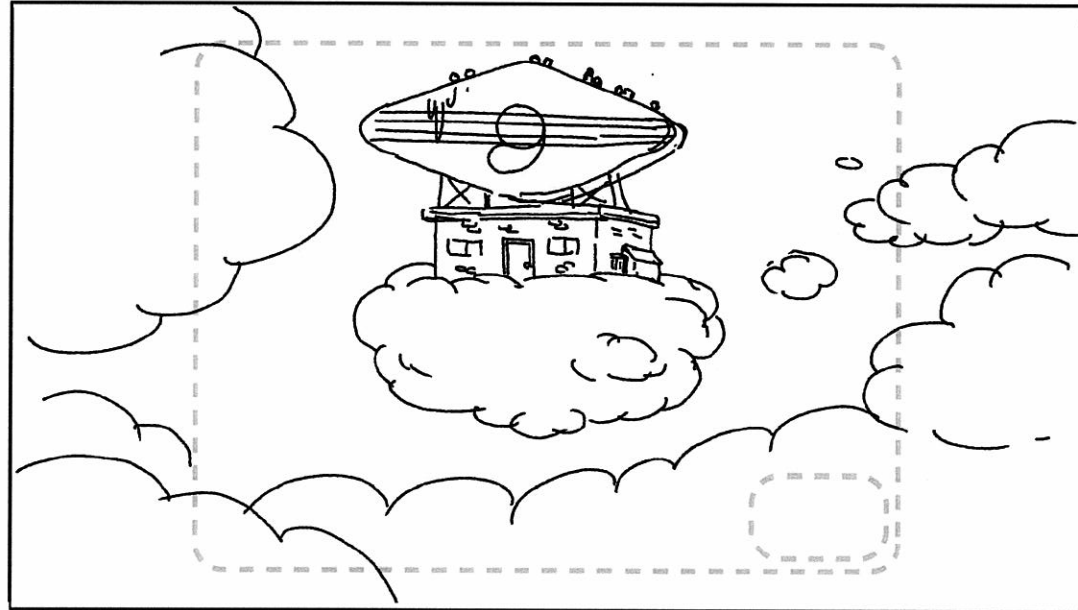
Page 107

Sc. 66

Pnl. A

Bg.

day night

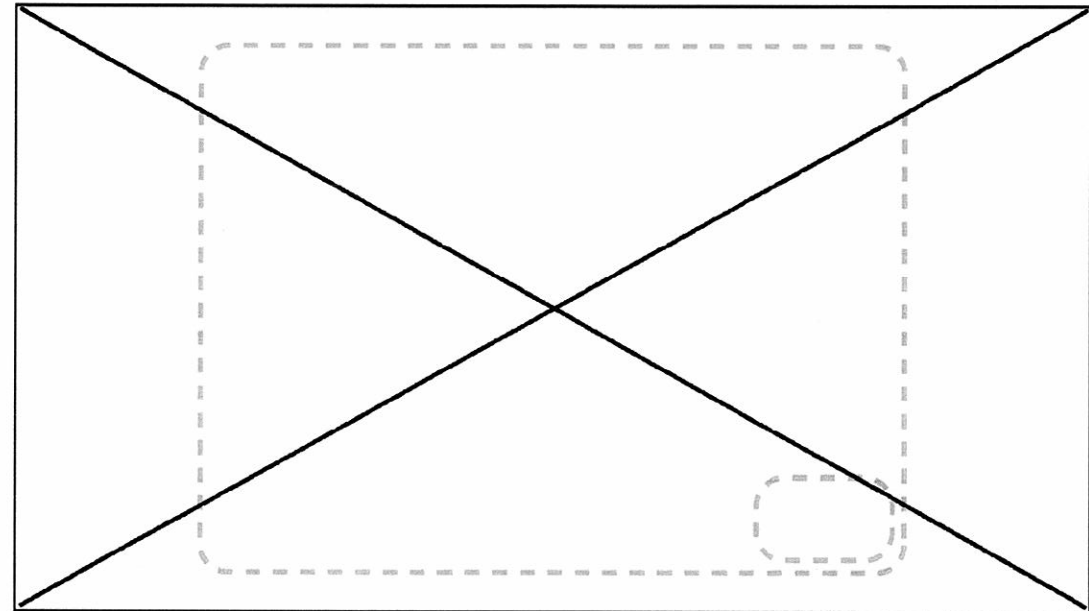


Sc.

Pnl.

Bg.

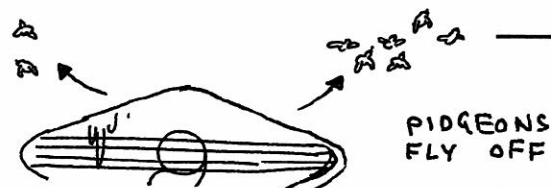
day night



Dialog:

(SFX) : GUITAR LICKS :

Action:



Timing:

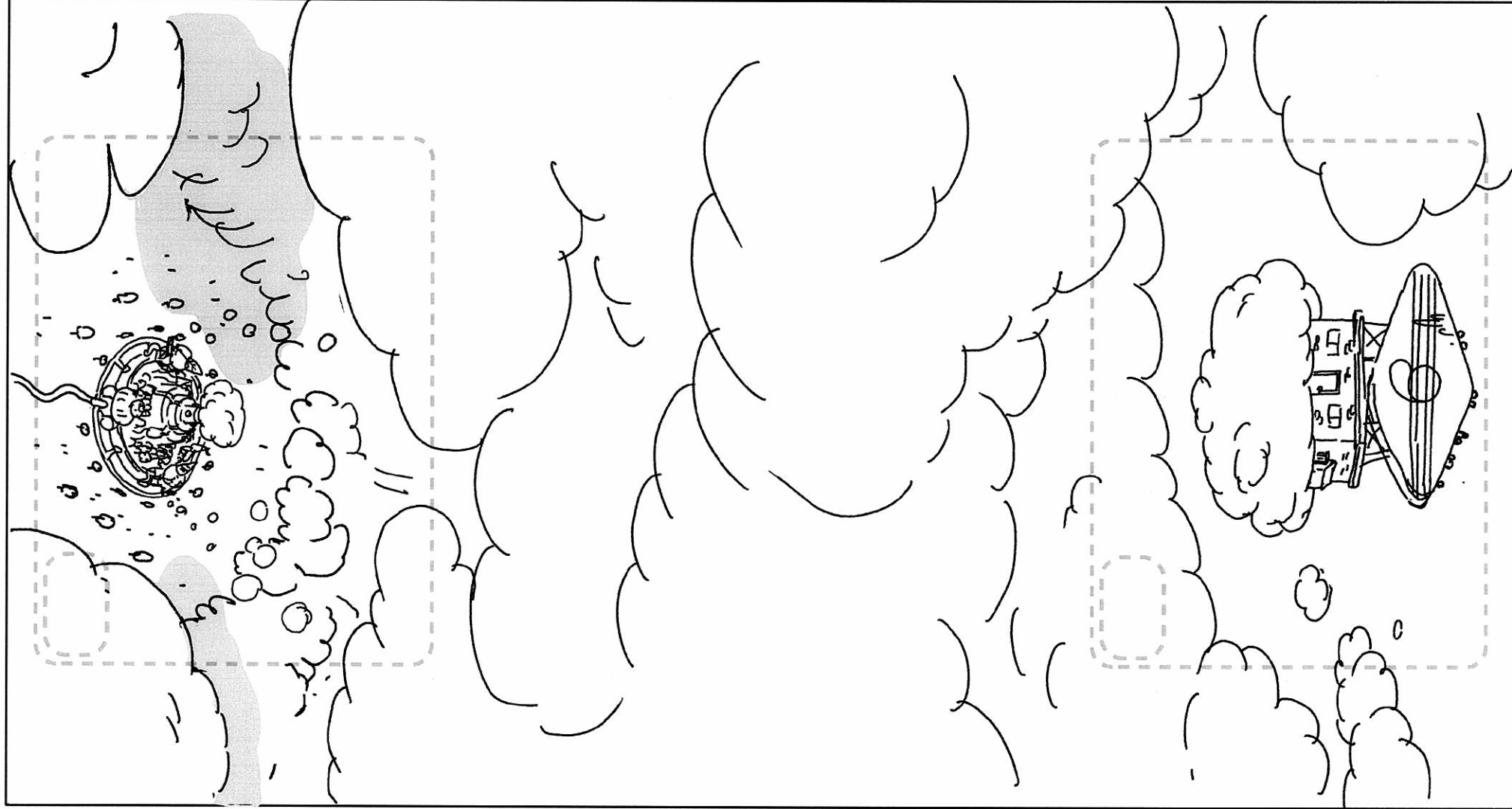
EPISODE # 1014-107

Production :

ADVENTURE TIME



(ADJ)



Sc. 66

Pnl. A

B9.

day night

Production :
EPISODE #
1014-107

ADVENTURE TIME



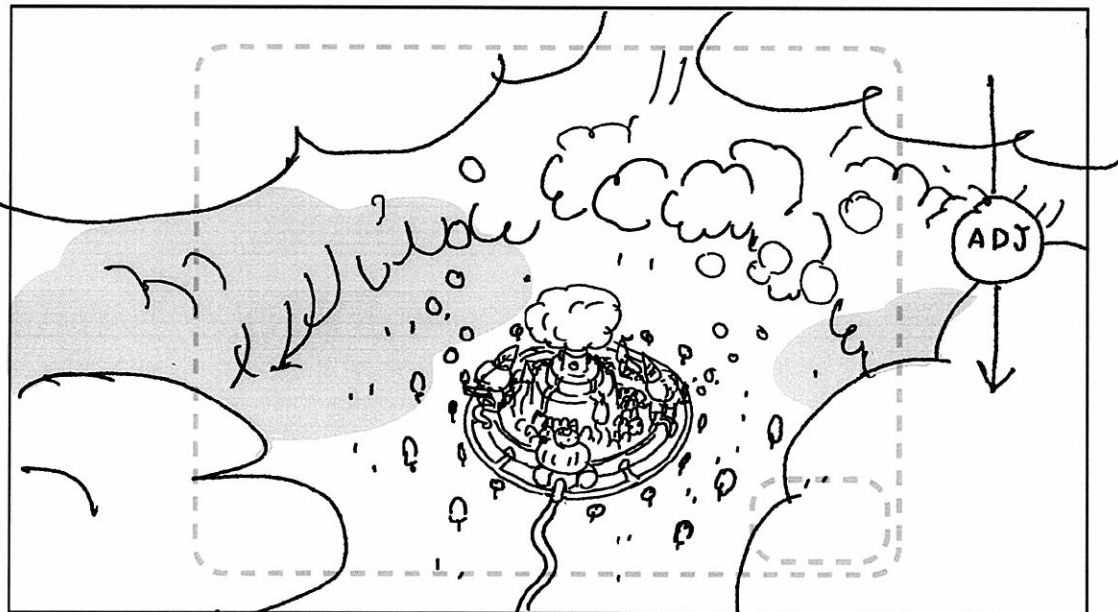
Page 109

Sc. 66

Pnl. B

Bg.

day night

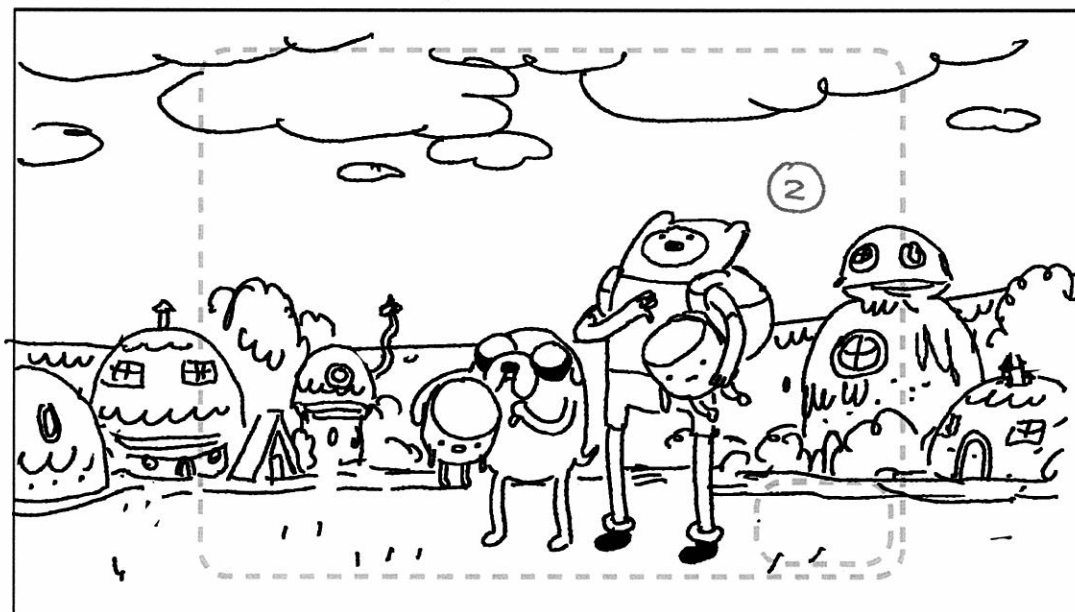


Sc. 67

Pnl. A

Bg.

day night



Dialog:

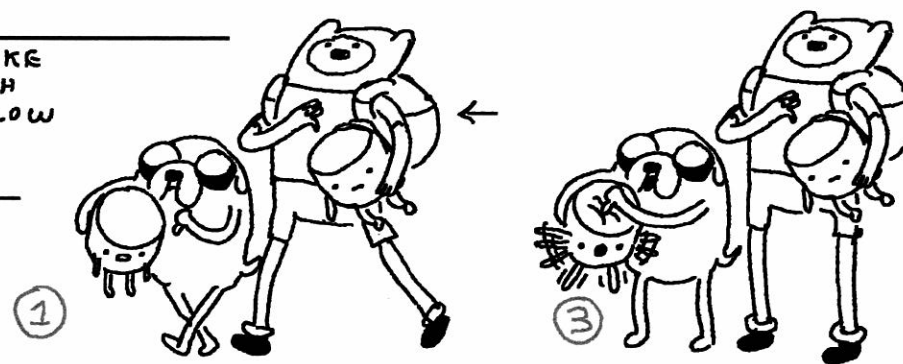
② / I THINK MARCELINE IS
BUYING A NEW GUITAR.

Action:

PAN DOWN TO CANDY KINGDOM FAR BELOW.

FINN + JAKE
ENTER WITH
MARSHMALLOW
KIDS.

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



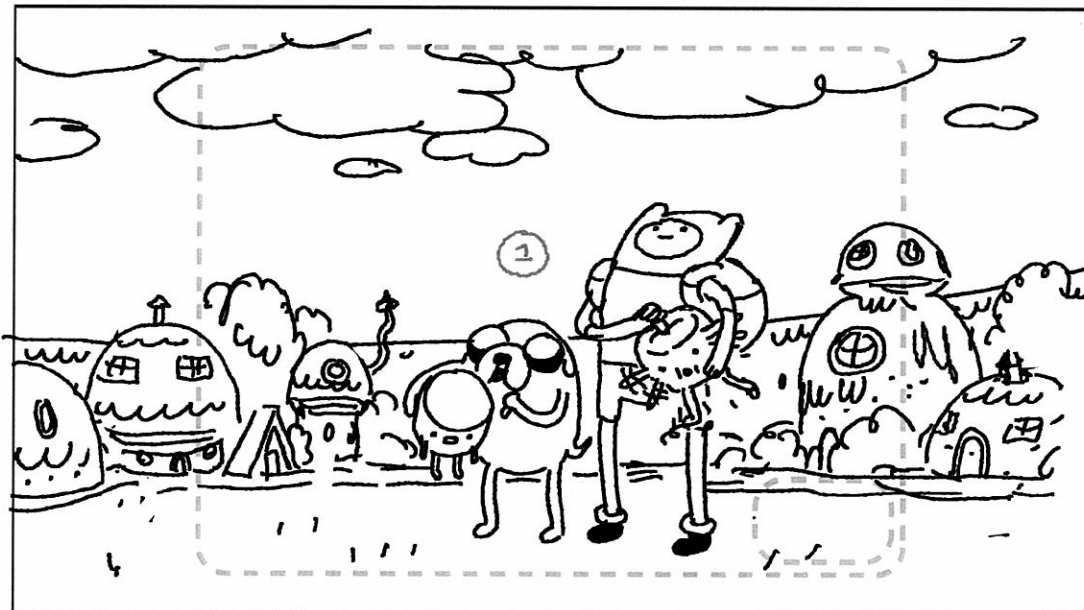
Page 110

Sc. 67

Pnl. B

Bg.

day night

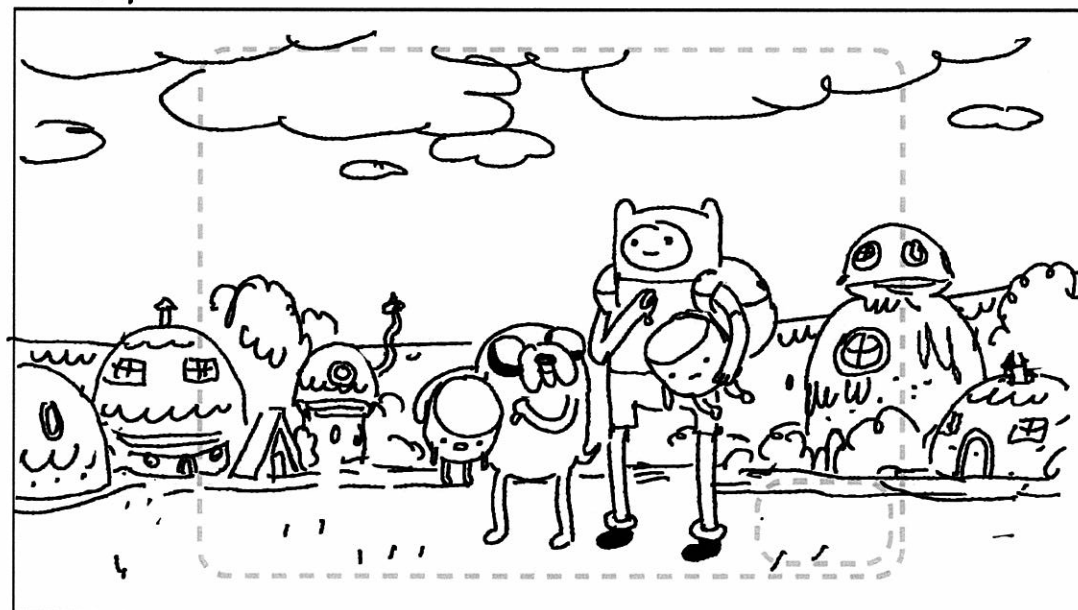


Sc. 67

Pnl. C

Bg.

day night



Dialog:

(J) / SOUNDS LIKE IT.

(J) / HEY LET'S FIND SOME
MORE HOLES.

Action:



Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



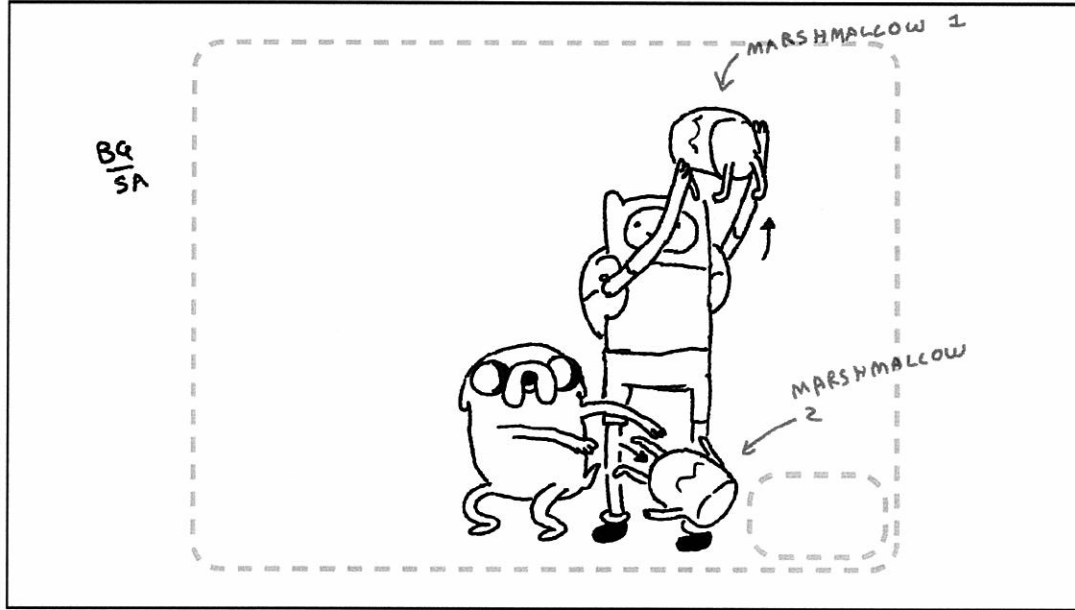
Page 111

Sc. 67

Pnl. D

Bg.

day night

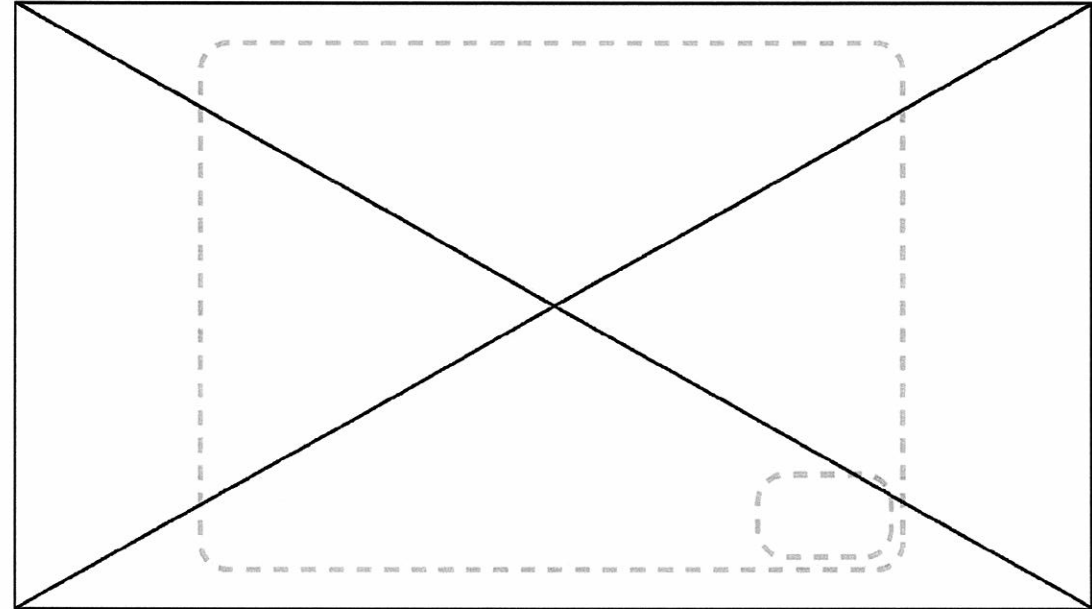


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



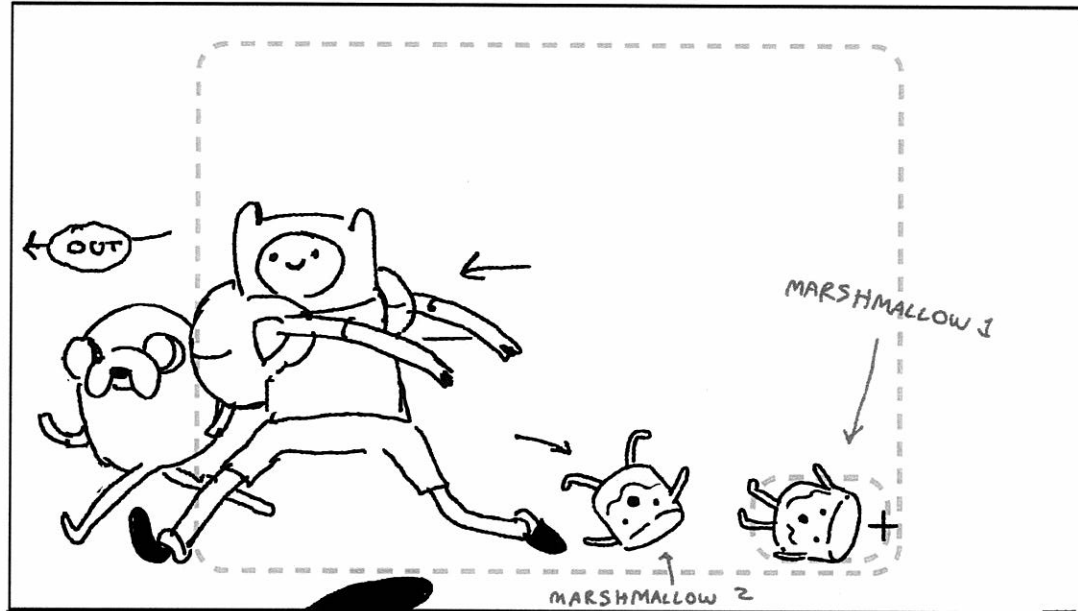
Page 112

Sc. 67

Pnl. E

Bg.

day night

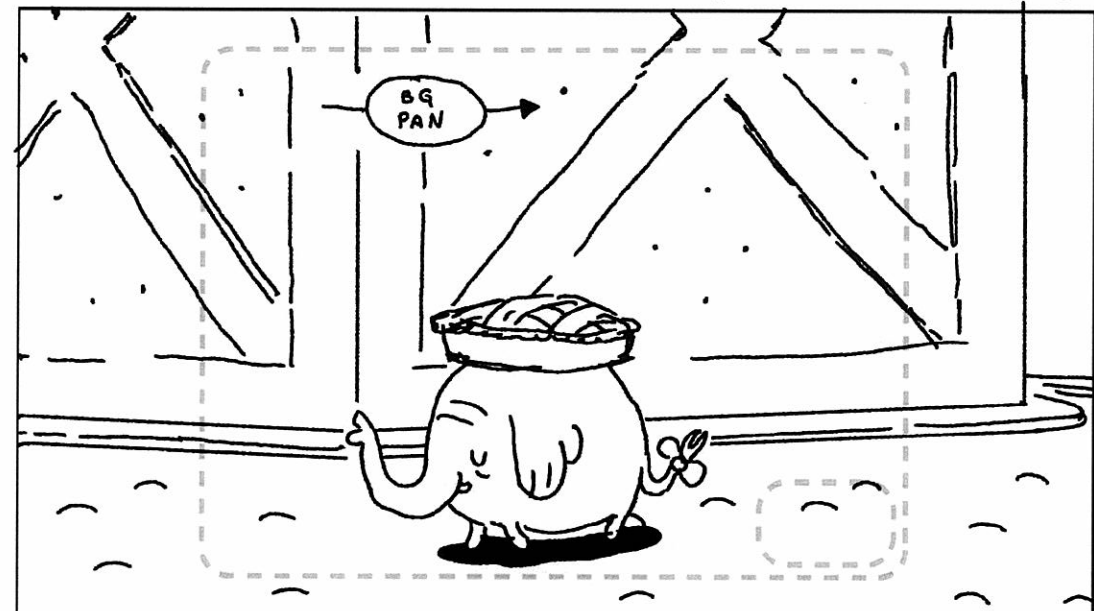


Sc. 68

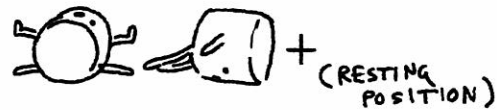
Pnl. A

Bg.

day night



Dialog:



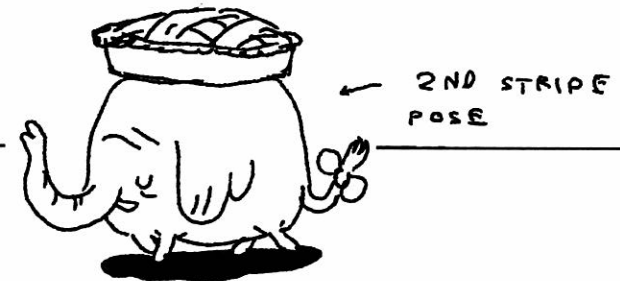
YREE TRUNKS

LAA...DE..LA, LADADEE...

Action:

BOYS RUN OFF, THROWING
AWAY THE MARSHMALLOW KIDS.

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



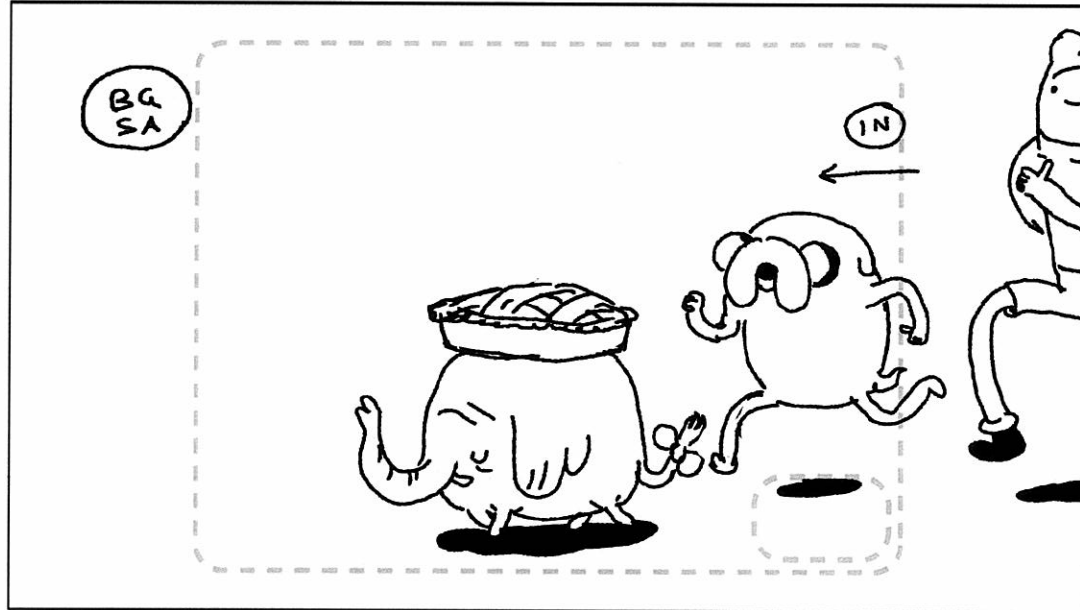
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Sc. 68

Pnl. B

Bg.

day night

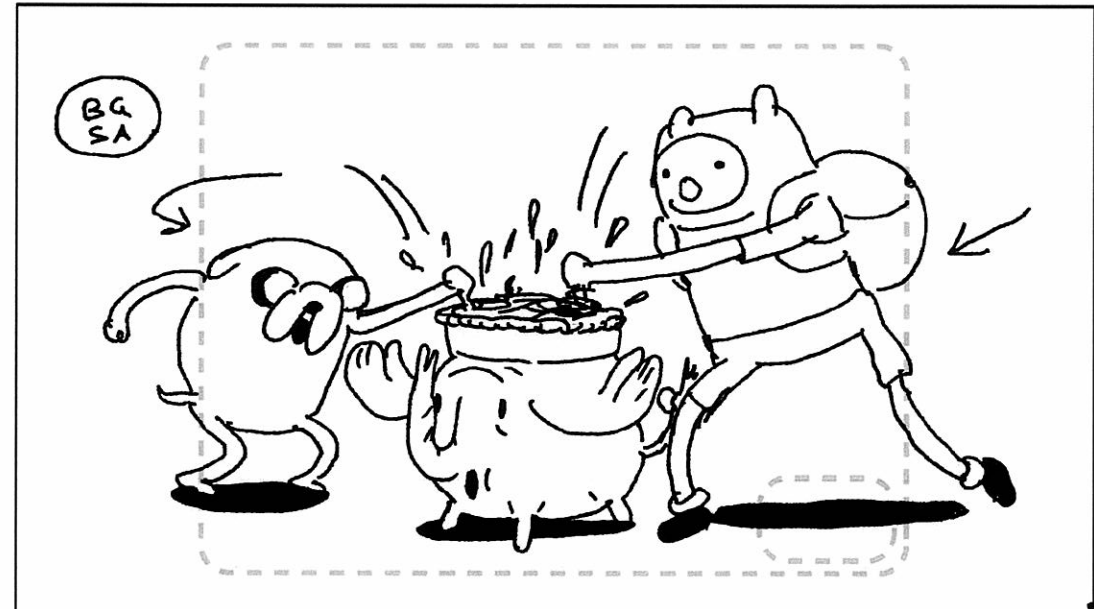


Sc. 68

Pnl. C

Bg.

day night



Dialog:

(TT) / ♪ M M M L E E - D E - D E E ♪

(F) / OH WHATA GOOD BOY AM I!
(3) / OH WHATA GOOD BOY AM I!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



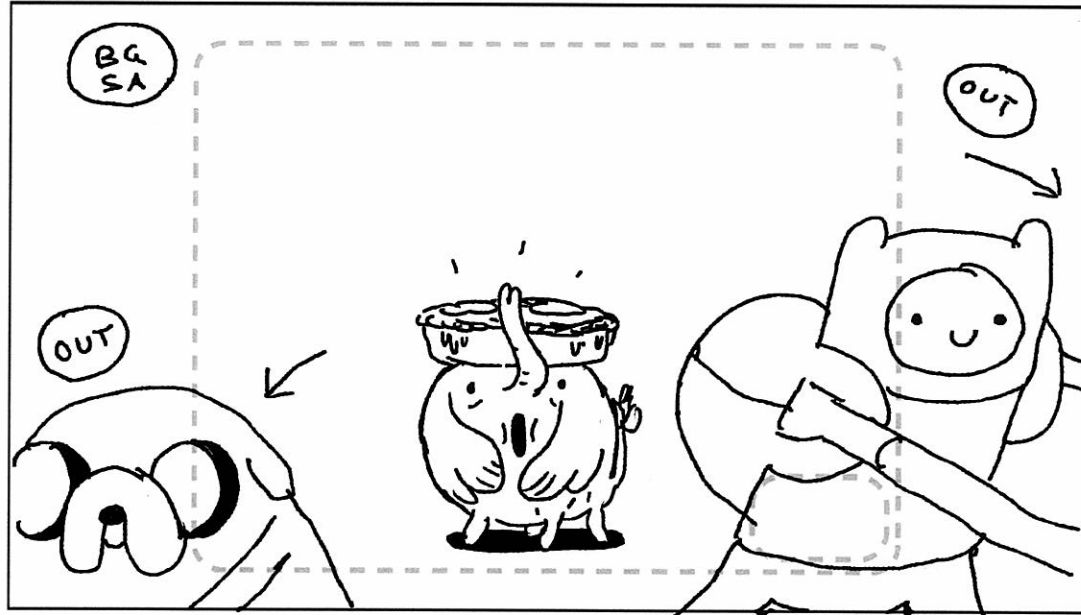
Page 114

Sc. 68

Pnl. D

Bg.

day night

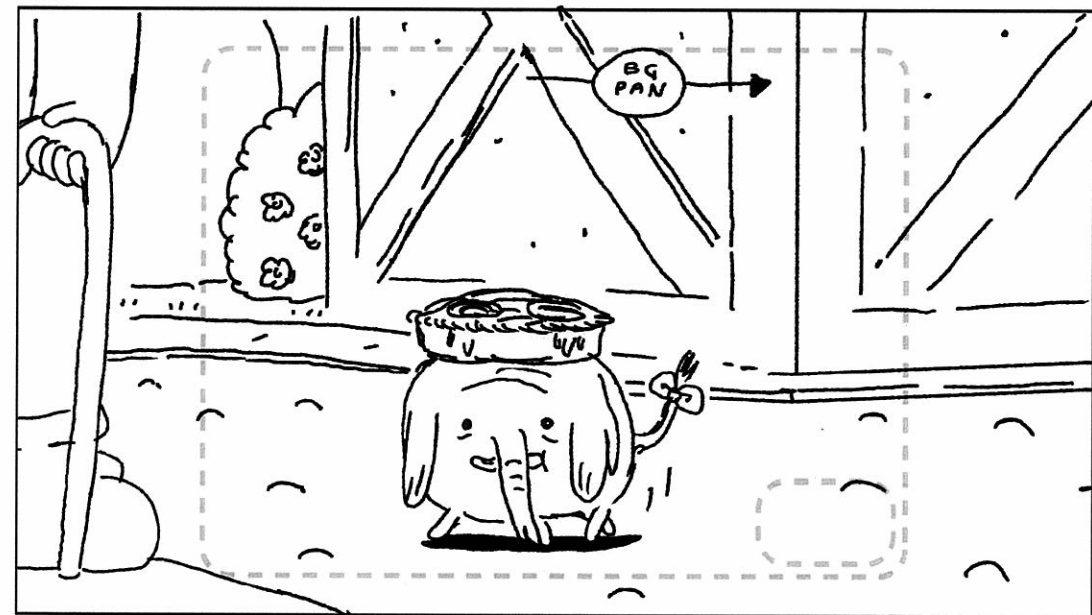


Sc. 68

Pnl. E

Bg.

day night



Dialog:

(TT) / OH!

(TT) / HEE HEE, BOYS!

Action:

- TT STARTS WALKING AGAIN,
- BQ PANS AGAIN.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



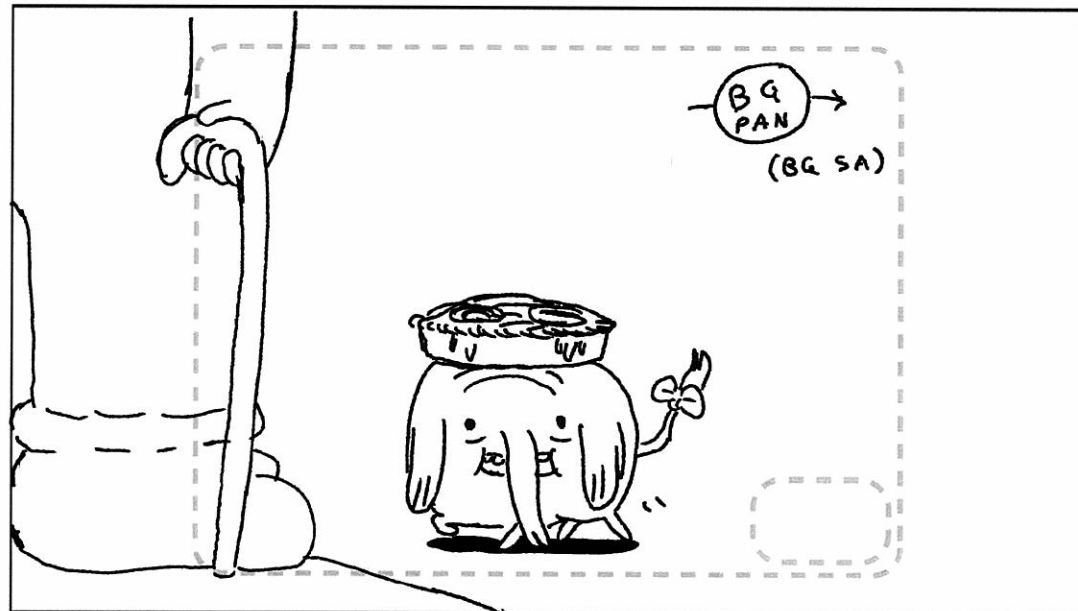
Page 115

Sc. 68

Pnl. F

Bg.

day night



Sc. 68

Pnl. G

Bg.

day night



Dialog:

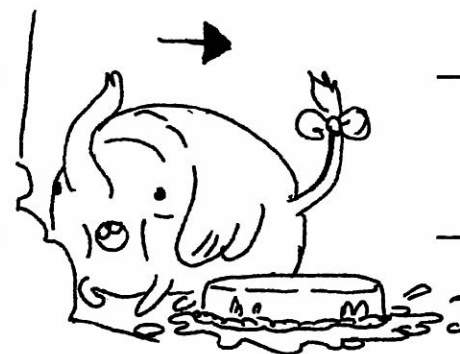
(TT) / YOUR MANNERS!

(TT) / OH! OOPS!

Action:

- BUMP,
- PIE SPLATS

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



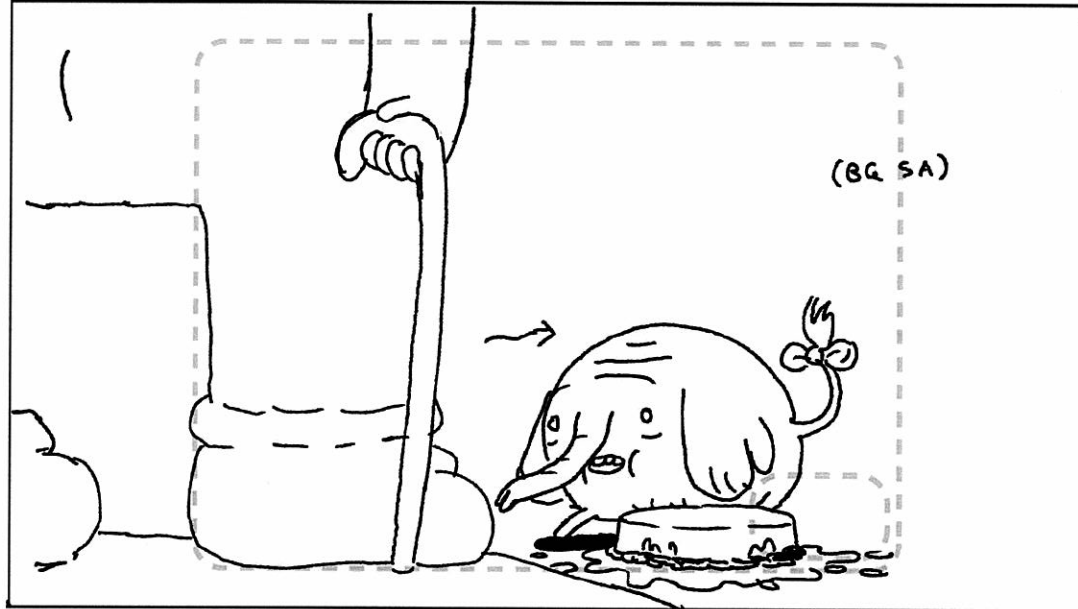
Page 116

Sc. 68

Pnl. H

Bg.

day night

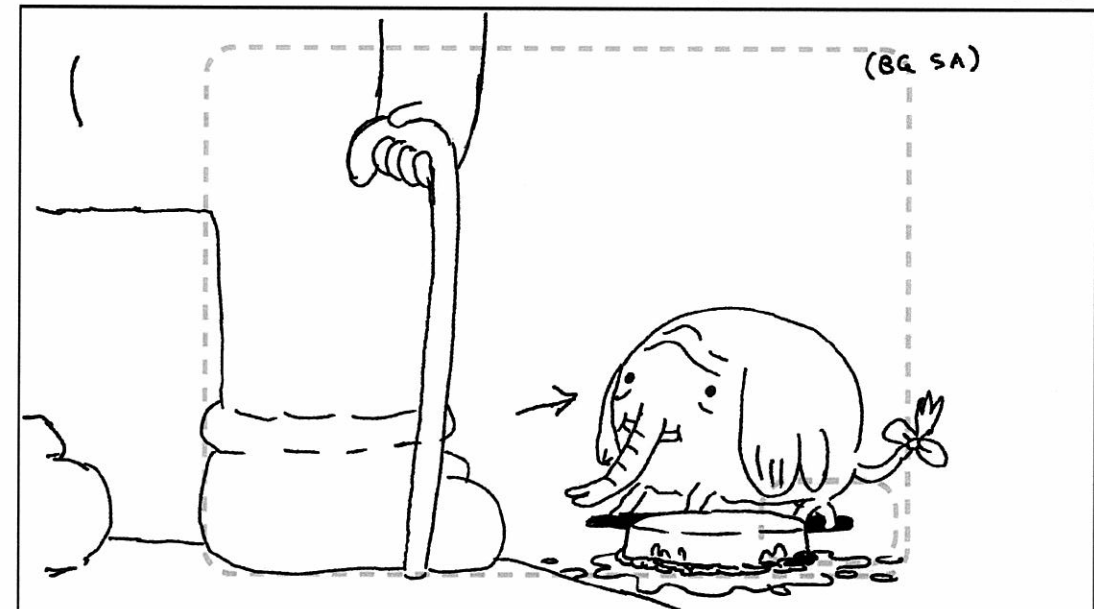


Sc. 68

Pnl. I

Bg.

day night



Dialog:

TT/ OH; EX -

TT/(cont) - EXCUSE ME SIR,
I WASN'T LOOKING WHERE
I WAS -

Action:

BACKS UP,

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



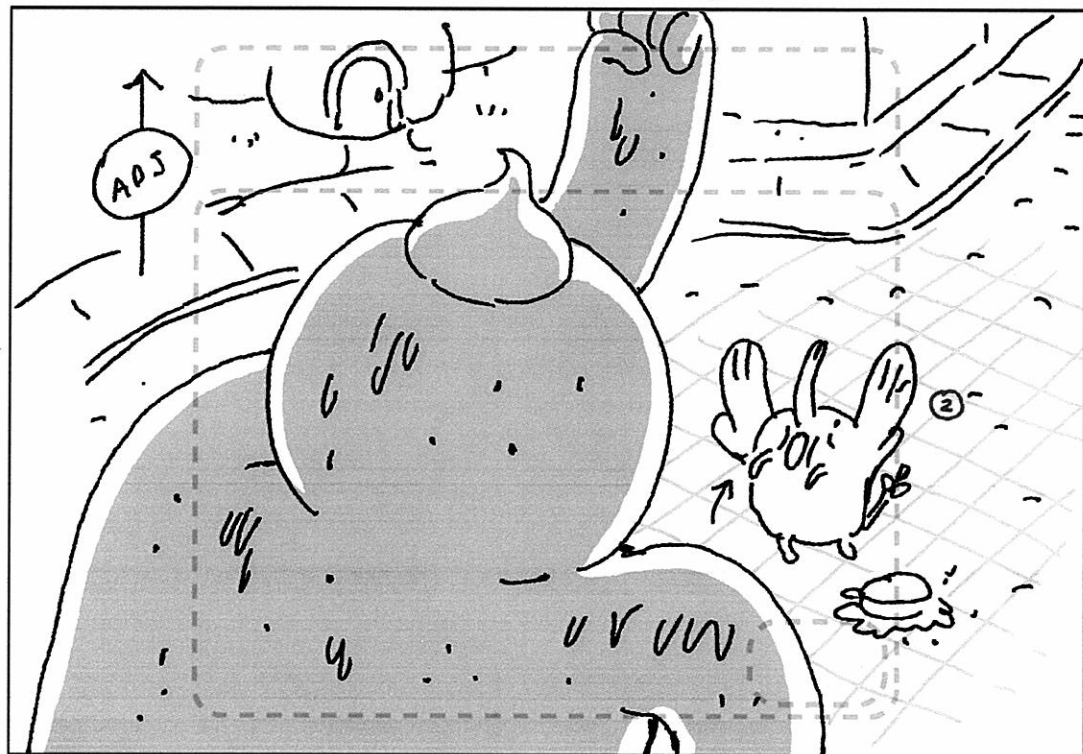
Page 117

Sc. 69

Pnl. A

Bg.

day night



(TT) ① OH ② NOOO!

Action:

Timing:

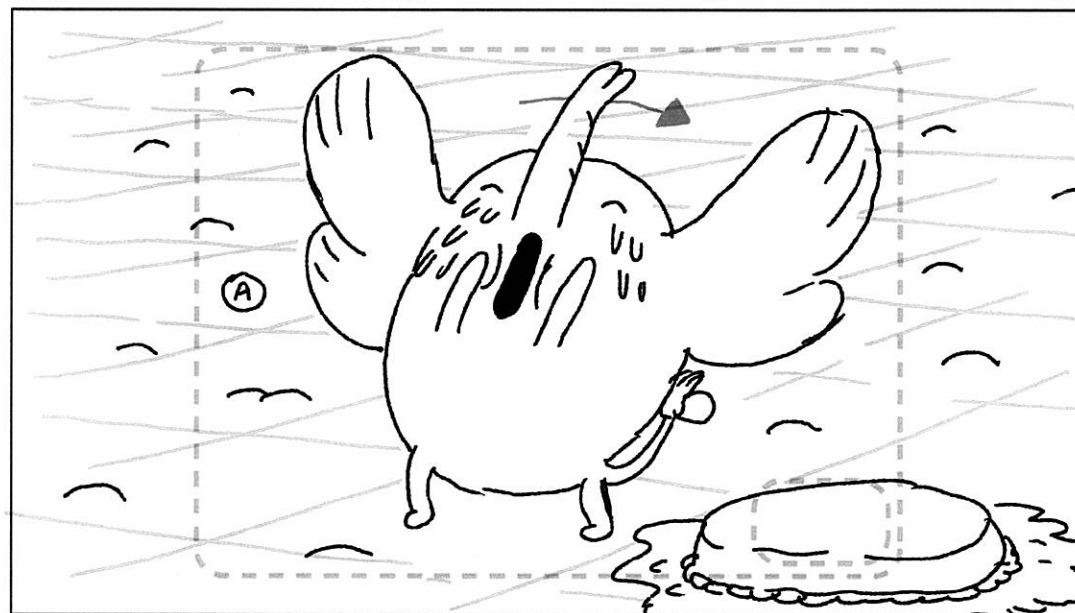


Sc. 70

Pnl. A

Bg.

day night



(TT) HEAVENS NO!

SHAKING BACK AND FORTH,
LIKE "NOOO!" (POSES A, B, CYCLE)

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 118

Sc. 70

Pnl. B

Bg.

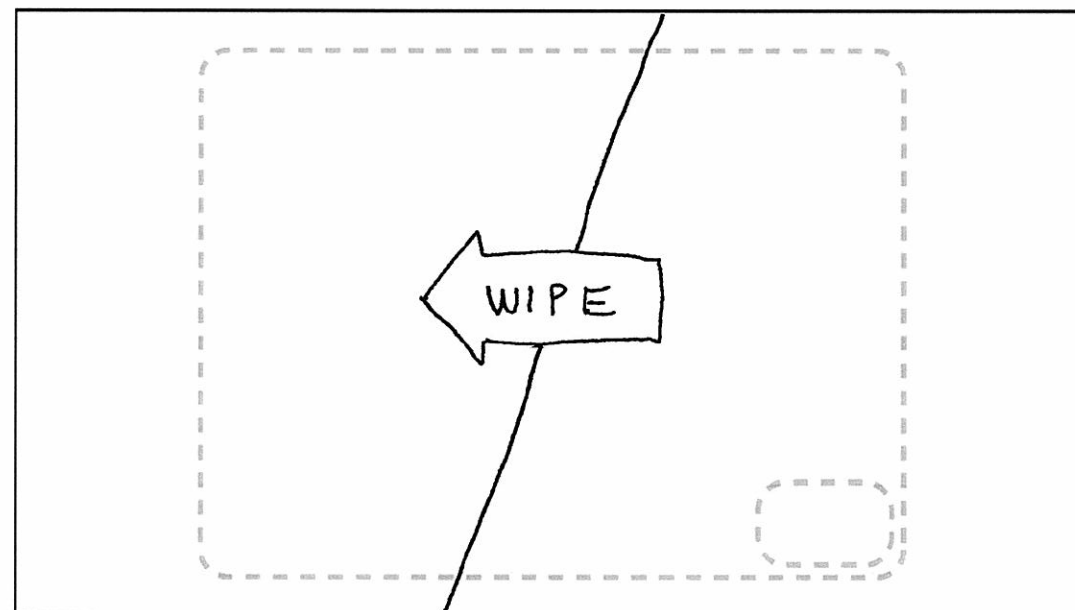
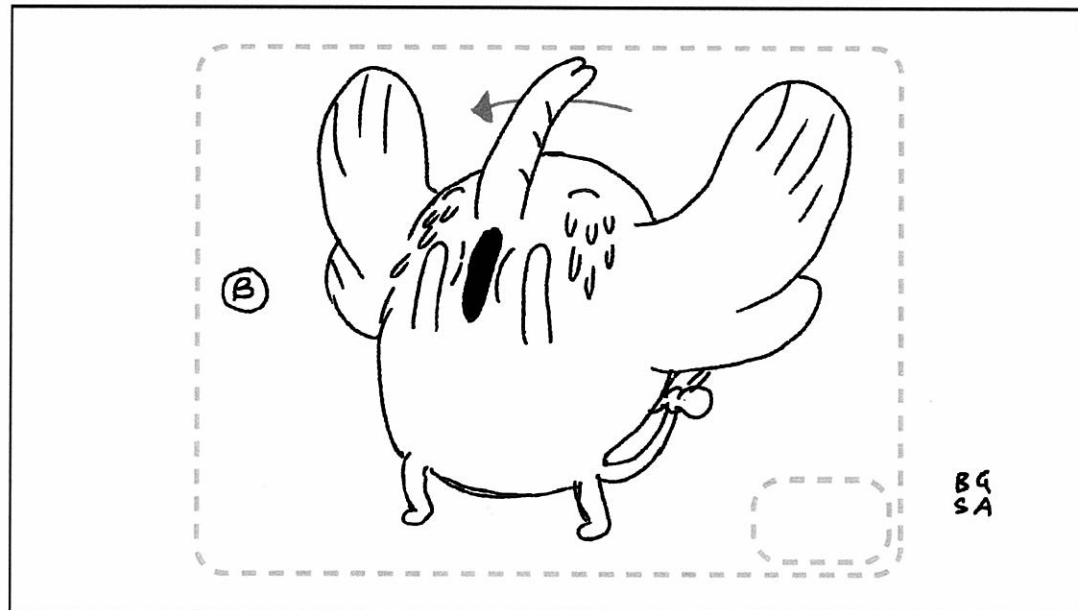
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 119

Sc. 71

Pnl. A

Bg.

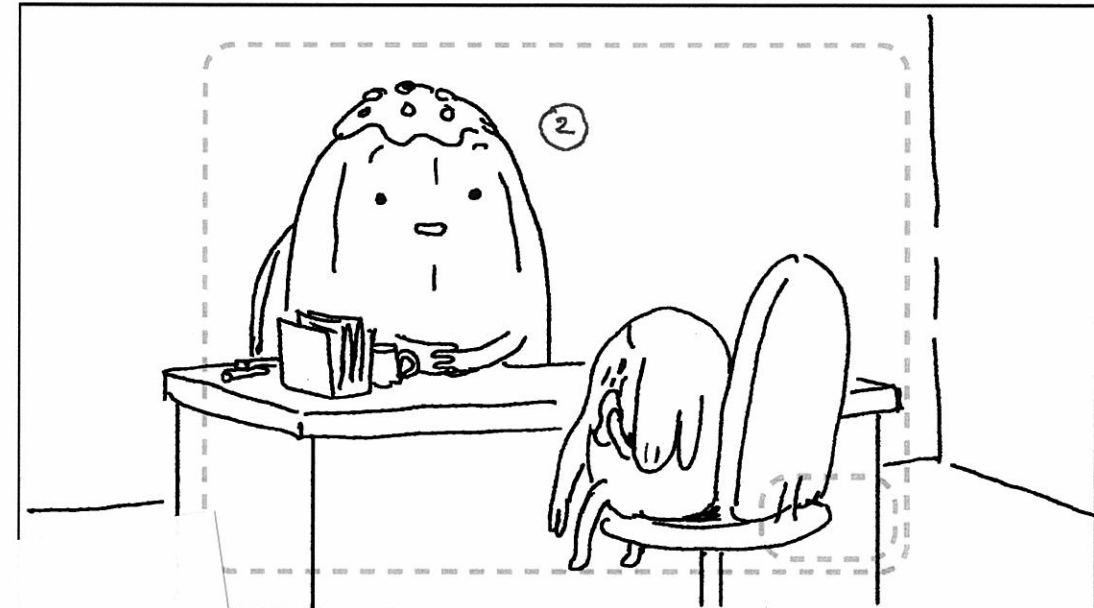
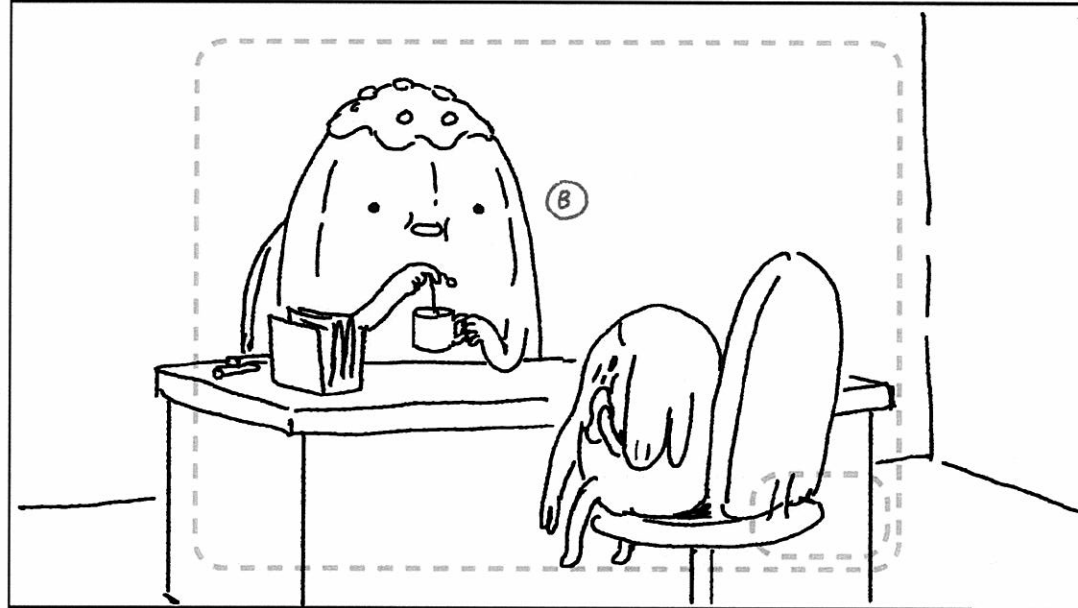
day night

Sc. 71

Pnl. B

Bg.

day night



Dialog:

BANANA
GUARD

I'M GLAD YOU BROUGHT
THIS MATTER TO THE
AUTHORITIES, MA'AM.

GUARD

2
NOW WHAT
EXACTLY HAPPENED?

Action:



DIPS TEA BAG THREE TIMES

A B A B A B

Timing:



1014-107

EPISODE #

Production :

ADVENTURE TIME



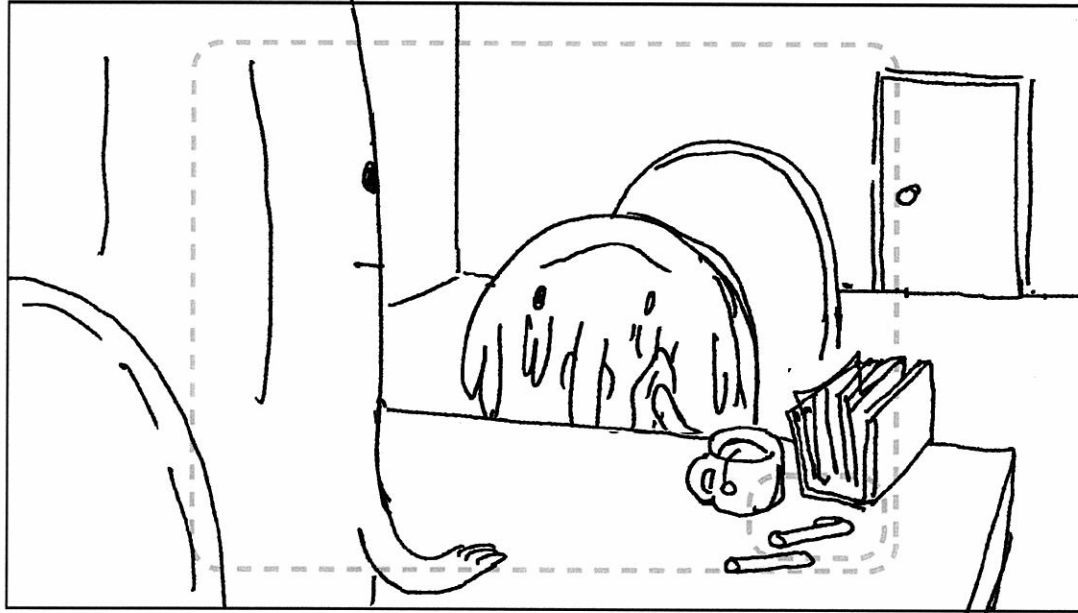
Page 120

Sc. 72

Pnl. A

Bg.

day night

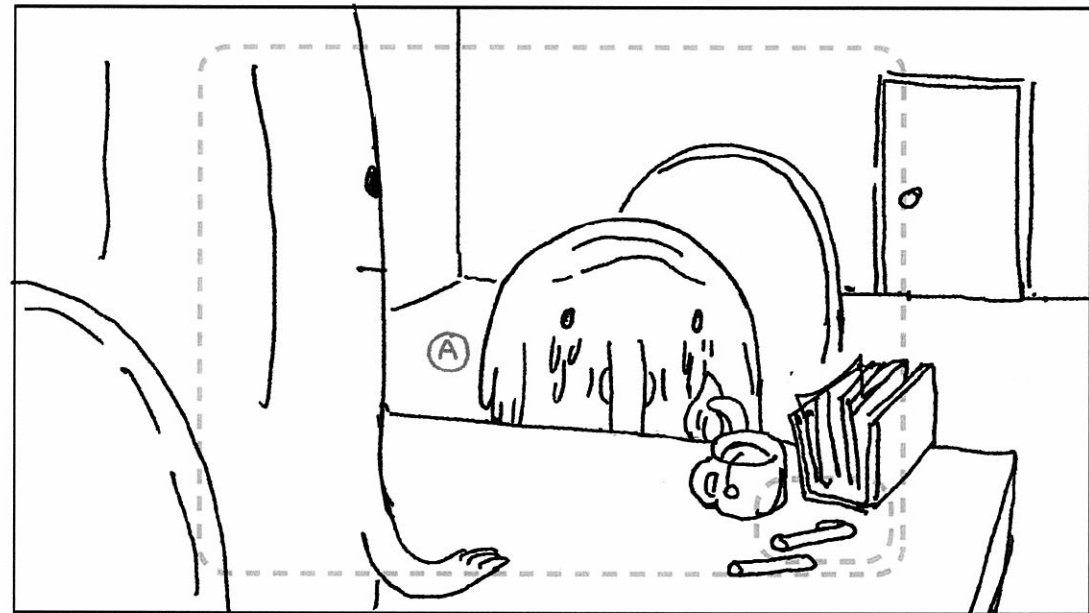


Sc. 72

Pnl. B

Bg.

day night



Dialog:

(TT)

(SNIFFS) YES, THANK YOU.

(TT)

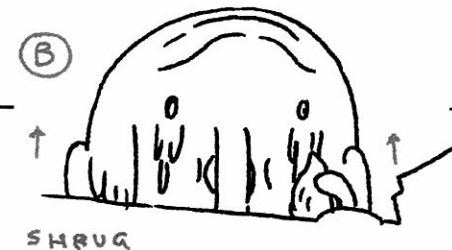
(A) I HEARD A MAN CALLING OUT
TO ME "OH TREE TRUNKS!" SO I
SAID "WHO'S CALLING I DON'T KNOW"

(B)

(A)

Action:

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



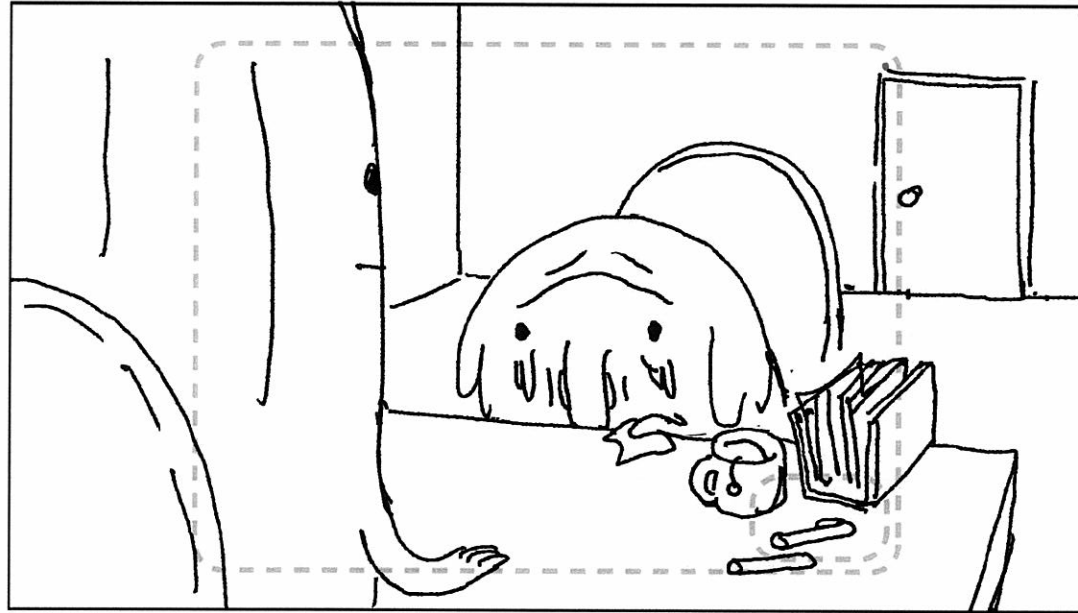
Page 121

Sc. 7 2

Pnl. C

Bg.

day night

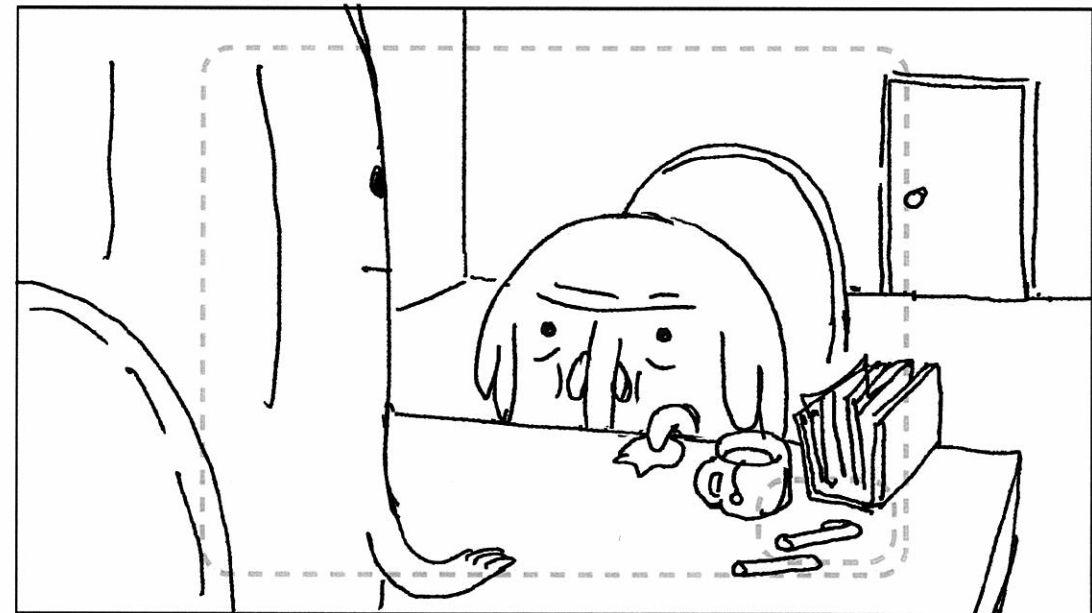


Sc. 7 2

Pnl. D

Bg.

day night



Dialog:

(TT) / SO I LOOKED AND HE WAS MAKING
A RUDE GESTURE!

(TT) / IT LEFT A SOOR TASTE
IN MY MOUTH.

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



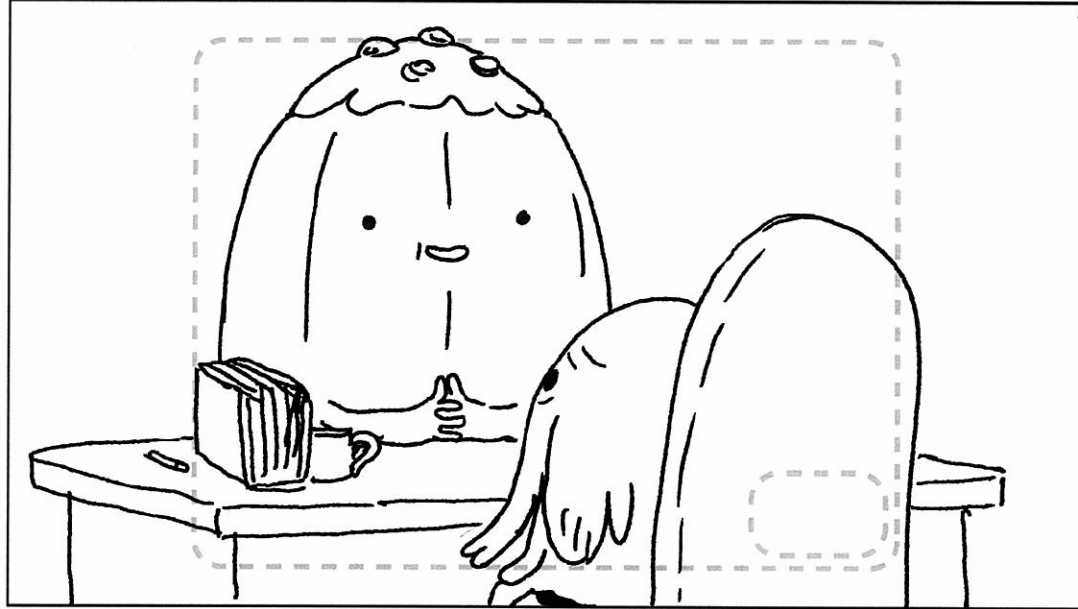
Page 122

Sc. 73

Pnl. A

Bg.

day night

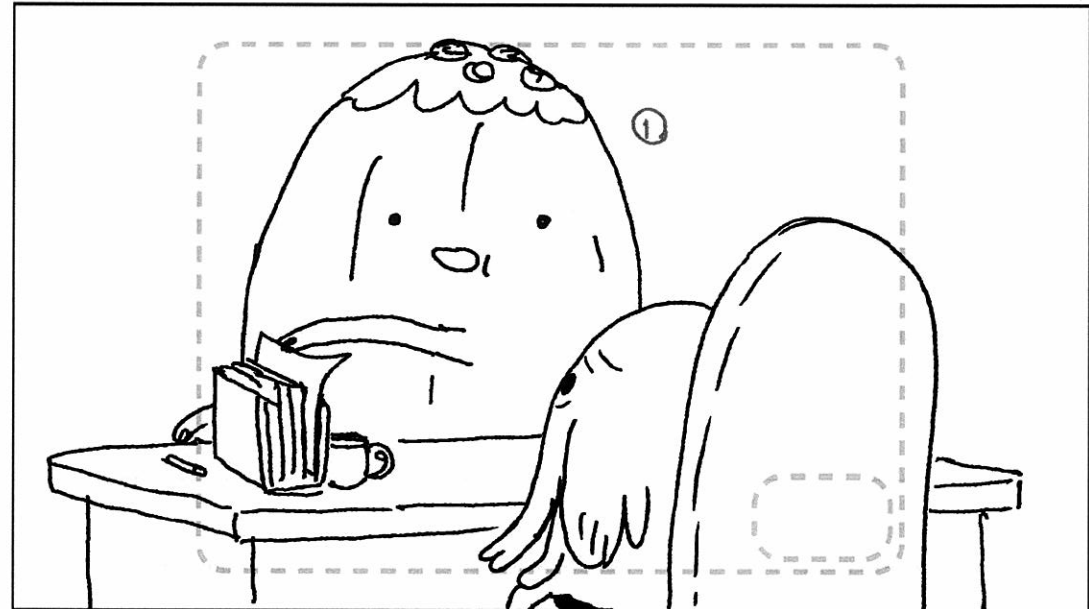


Sc. 73

Pnl. B

Bg.

day night



Dialog:

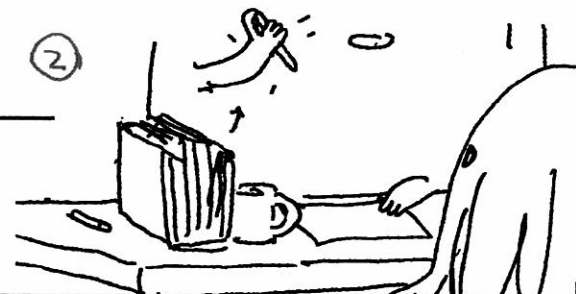
(BG) ALRIGHT MA'AM.

(BG) BEFORE WE CAN
TAKE ACTION I NEED
TO FILL OUT THIS FORM,

Action:

① GRABS FORM,
② CLICKS PEN.

Timing:



1014-107

EPISODE #

Production :

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ADVENTURE TIME



Page 123

Sc. 73

Pnl. C

Bg.

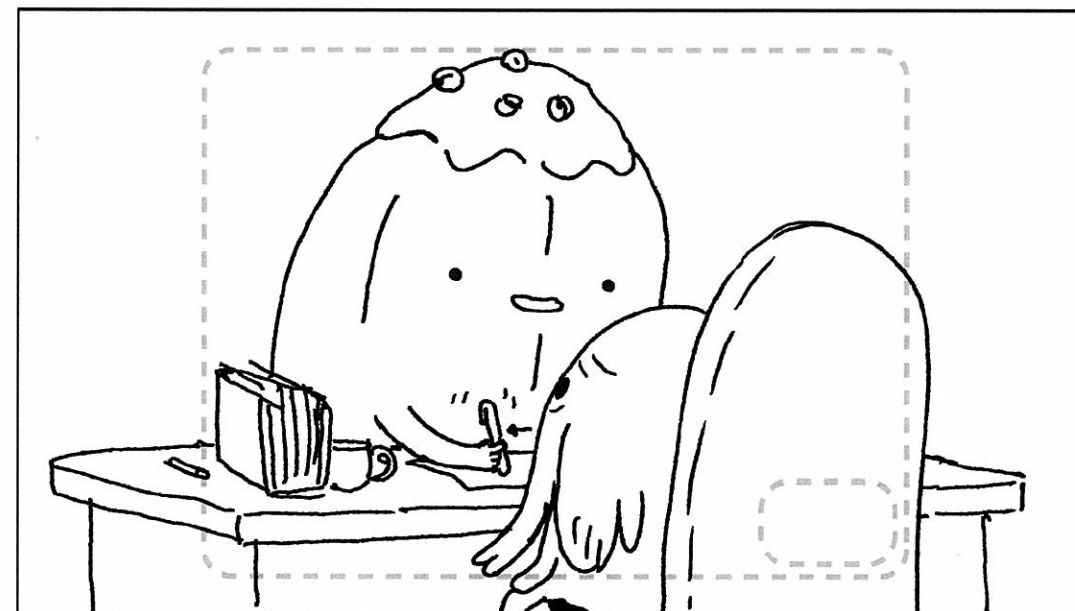
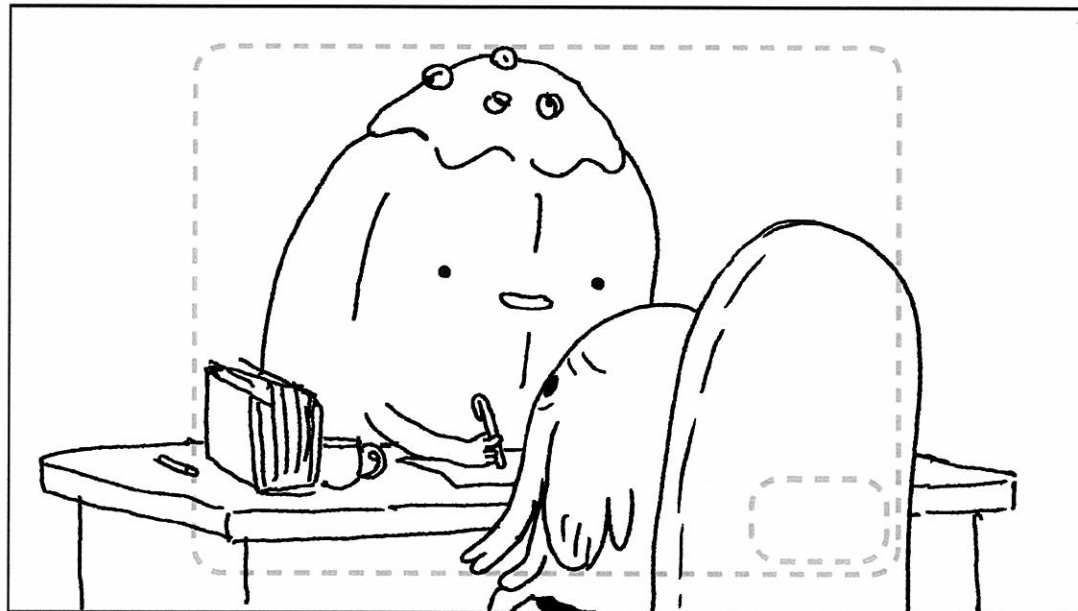
day night

Sc. 73

Pnl. D

Bg.

day night



Dialog:

(BG) / LET'S SEE...
HOW DO YOU SPELL
YOUR NAME?

(TT) T. (BG) , OK.

Action:

*PEN WIGGLES ACROSS
PAPER, SLOWLY.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 124

Sc. 73

Pnl. E

Bg.

day night



Sc. 73

Pnl. F

Bg.

day night



Dialog:

TT

R.

BQ

. OK.

TT / E.

BQ / OK.

Action:

*PEN WIGGLES ACROSS
PAPER, SLOWLY.

*PEN WIGGLES ACROSS
PAPER, SLOWLY.

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



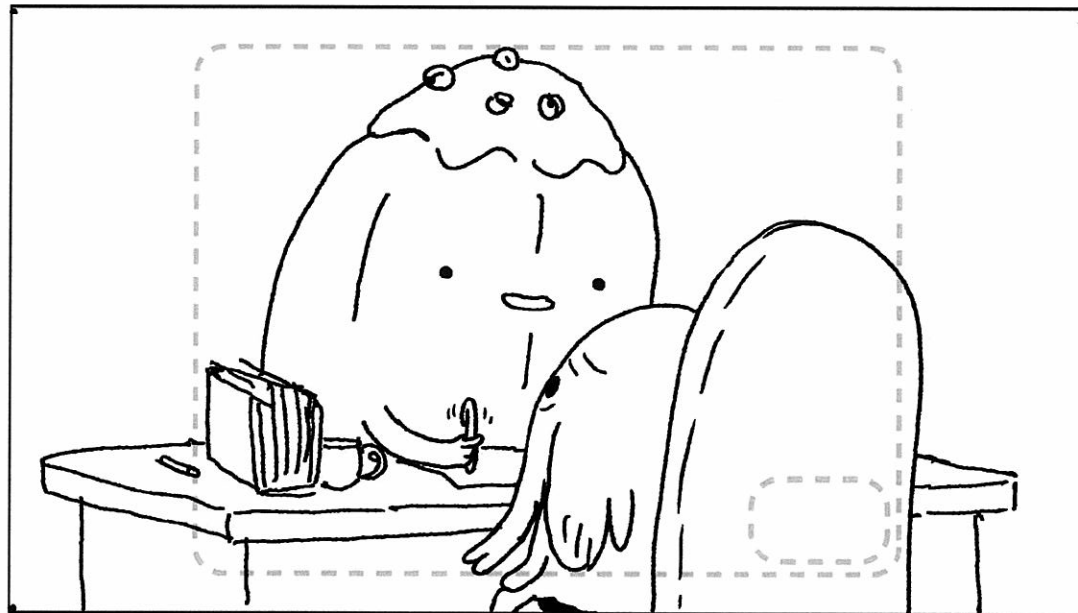
Page 125

Sc. 73

Pnl. G

Bg.

day night

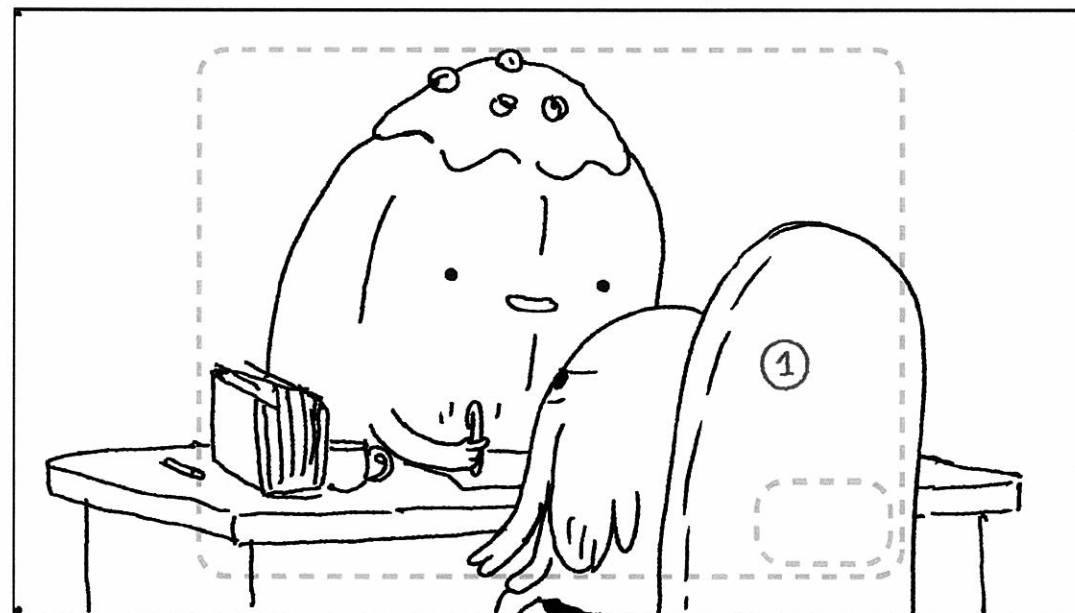


Sc. 73

Pnl. H

Bg.

day night



Dialog:

(TT)/E. (BG)/ ONE SEC.

(TT)/ ... E. (BG)/ HOLD ON ONE SECOND.

(TT)/(2) AUGH!

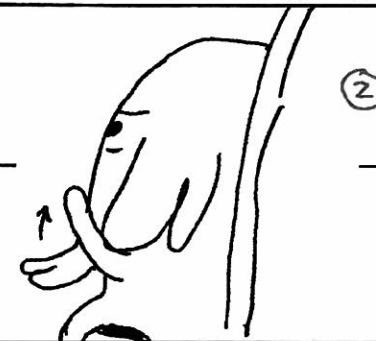
Action:



- PEN WIGGLING,
- NOT MOVING ACROSS PAGE

(PEN WIGGLE CYCLE)

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



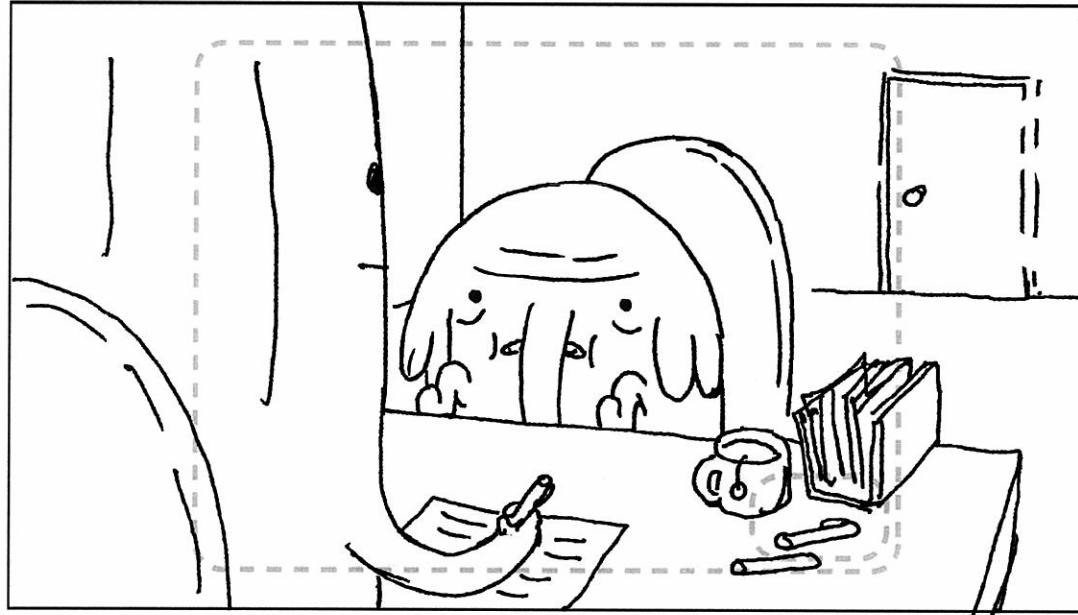
Page 126

Sc. 74

Pnl. A

Bg.

day night



Sc. 74

Pnl. B

Bg.

day night



Dialog:

(TT) / I'M -

(TT) / (CONT) - SORRY BUT -

Action:

T.T. PUSHES CHAIR BACK.

* TREE TRUNKS SAYS ALL THIS WHILE LEAVING OFFICE.
HER VOICE GETS QUIETER AS SHE WALKS AWAY.

Timing:

1014-107

EPISODE #

Production :

ADVENTURE TIME



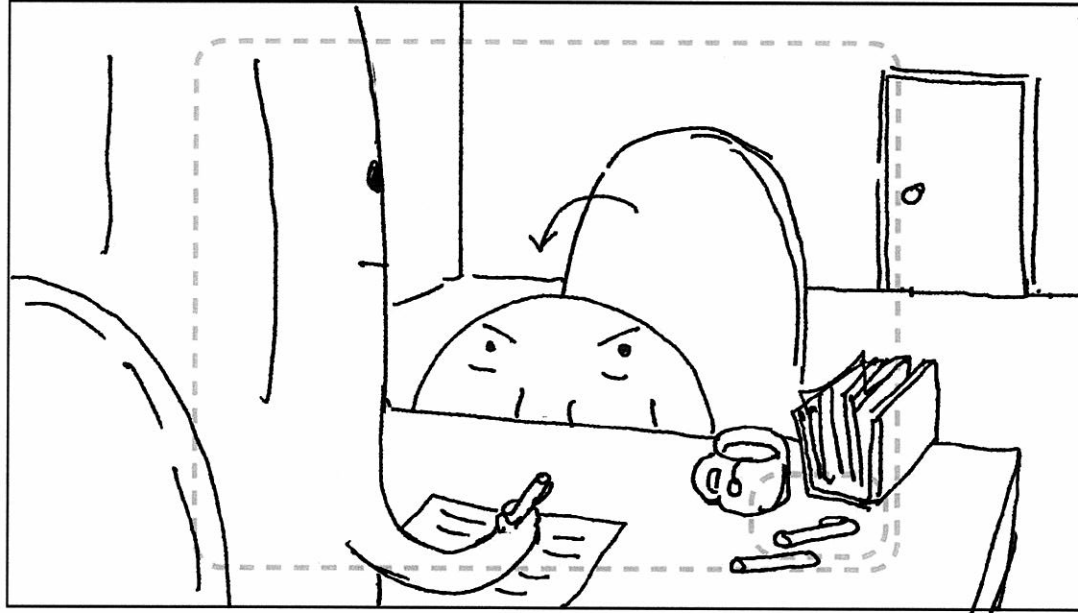
Page 127

Sc. 74

Pnl. C

Bg.

day night

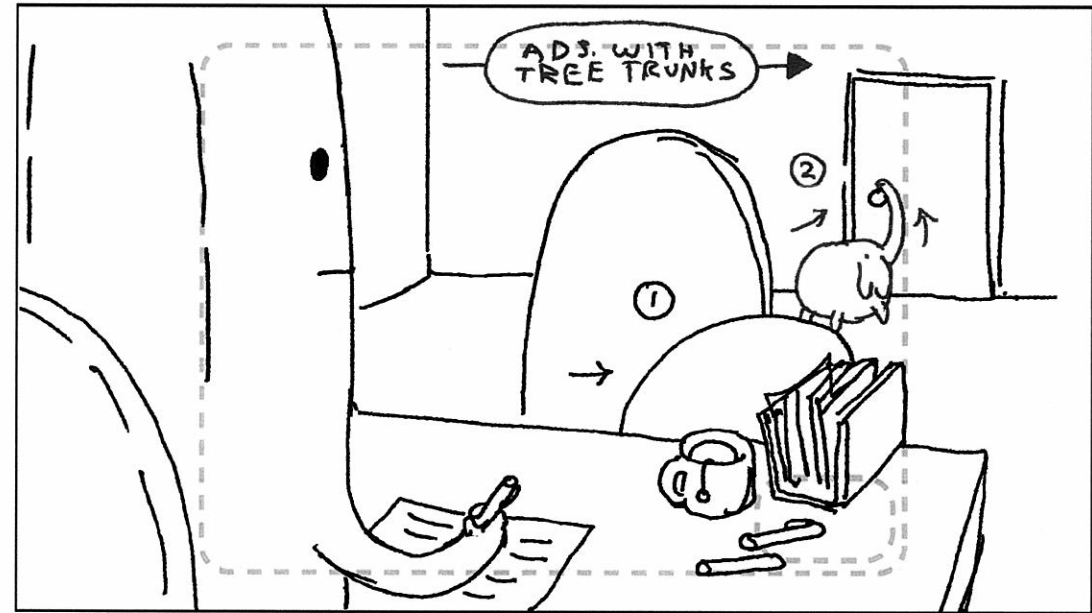


Sc. 74

Pnl. D

Bg.

day night



Dialog:

(TT)/(CONT.) - THE WHEELS OF
JUSTICE SPIN TOO SLOWLY.

(TT)/(CONT.)

I'M GOING TO HAVE
TO TAKE THE LAW INTO
MY OWN HANDS,-

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



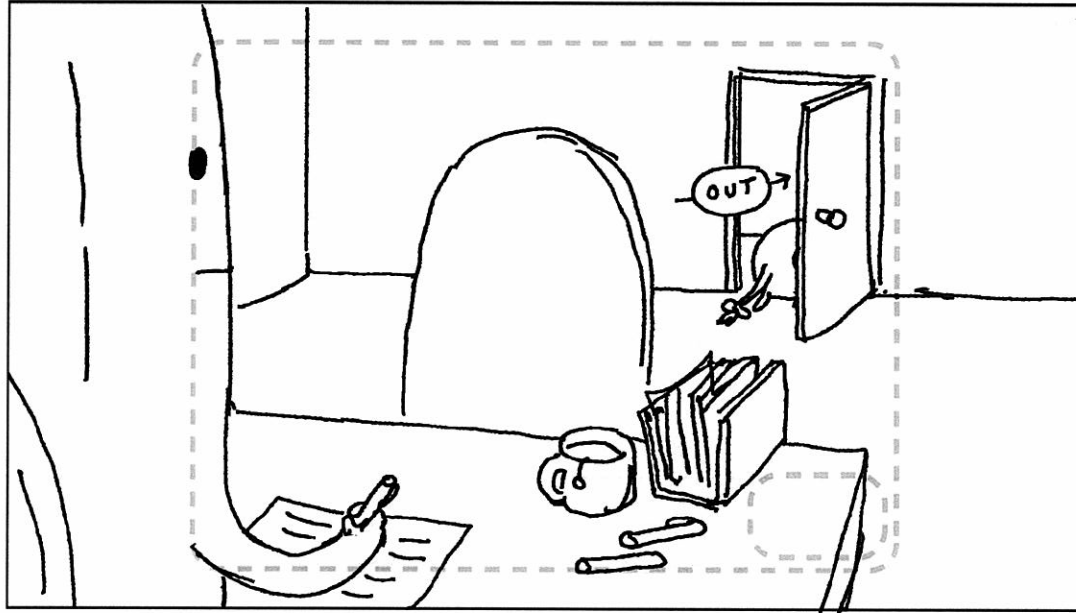
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Sc. 74

Pnl. E

Bg.

day night

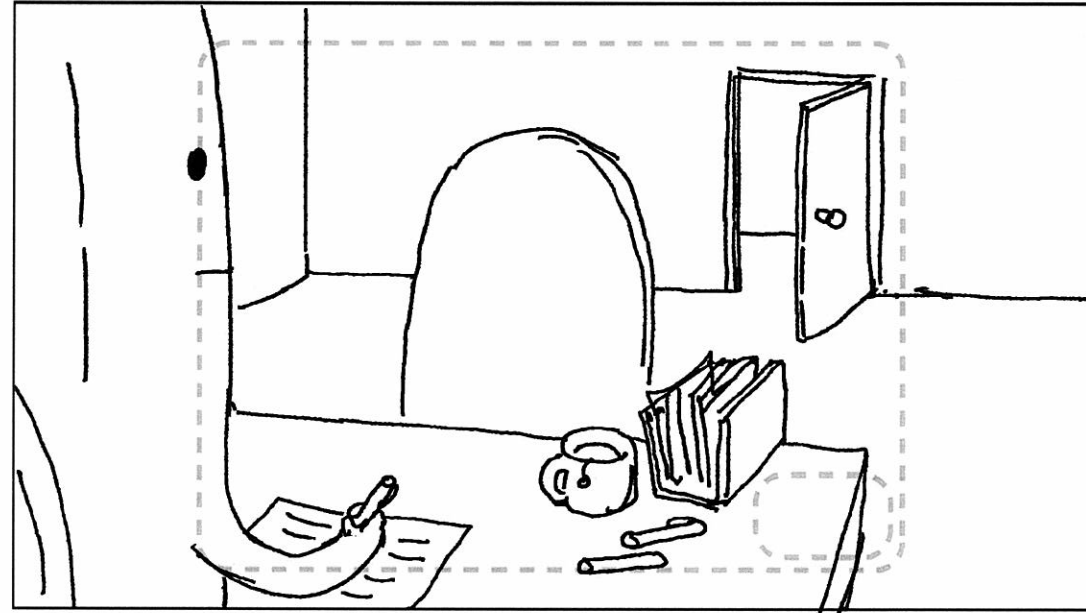


Sc. 74

Pnl. F

Bg.

day night



Dialog:

TT / (CONT.) - GOOD AFTERNOON.

Action:

TT LEAVES,
DOESN'T CLOSE DOOR

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



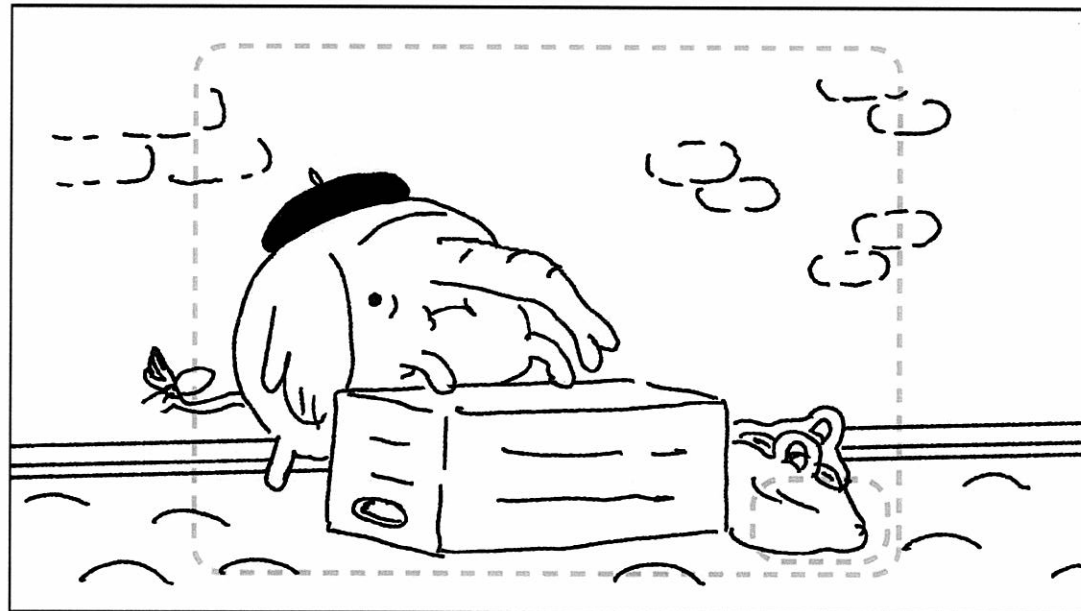
Page 129

Sc. 75

Pnl. A

Bg.

day night

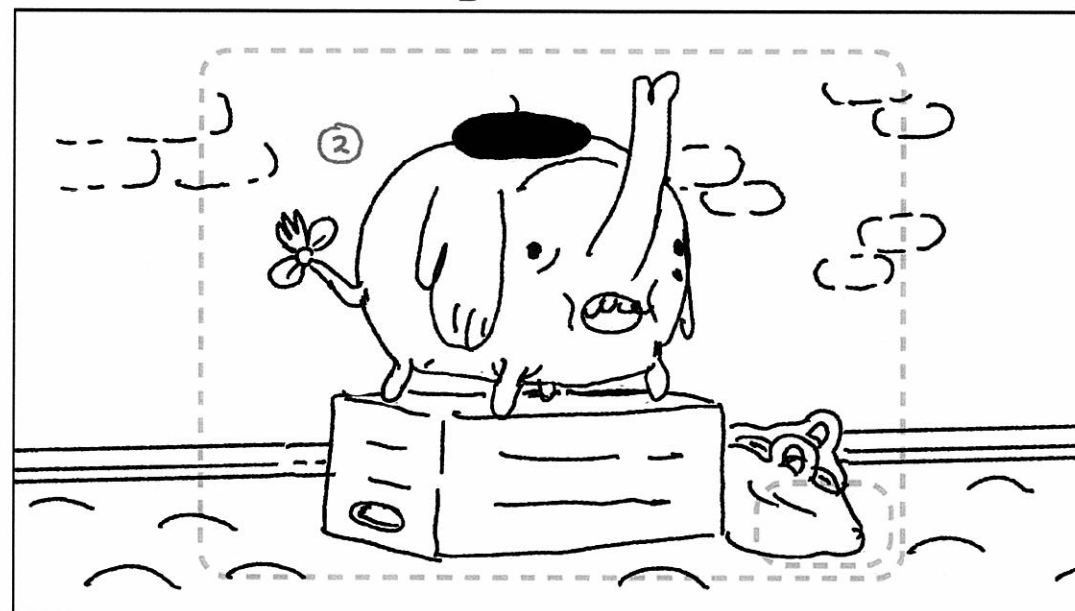


Sc. 75

Pnl. B

Bg.

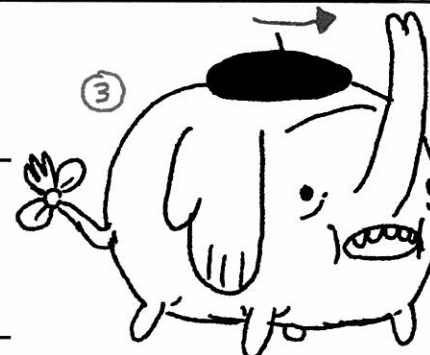
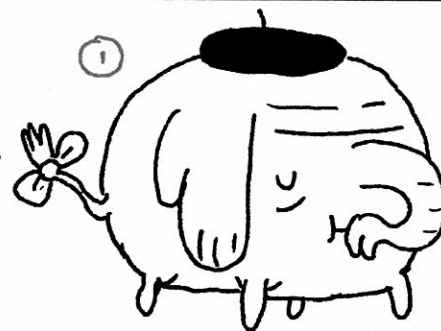
day night



Dialog:

(TT) / ① AH. ② THANK YOU ALL FOR COMING! THE POLICE HAVE FAILED ME IN MY TIME OF NEED! ③

Action:



TT. ADJUSTS HEAD, ADDRESSING MORE OF "CROWD!"

Timing:

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ADVENTURE TIME



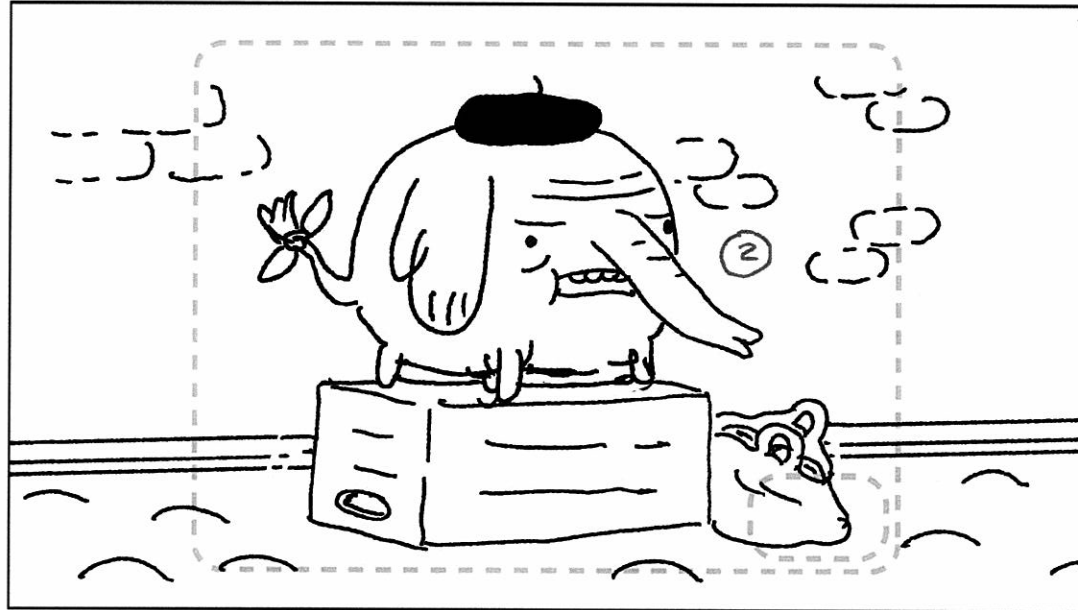
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Sc. 75

Pnl. C

Bg.

day night

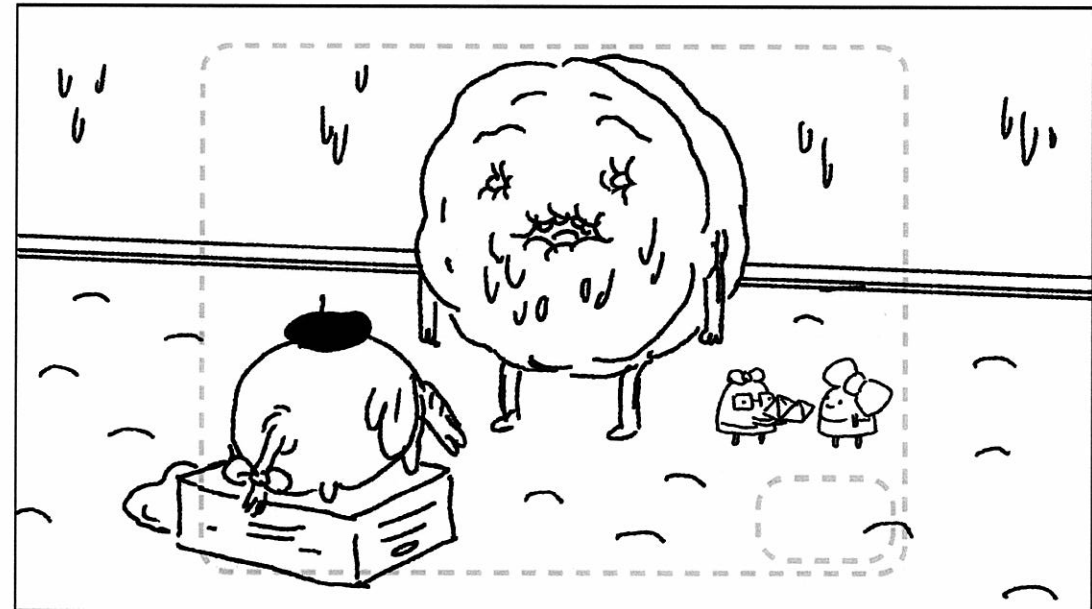


Sc. 76

Pnl. A

Bg.

day night



Dialog:

(TT) / ^① SO I HAVE BROUGHT
YOU HERE TOGETHER...

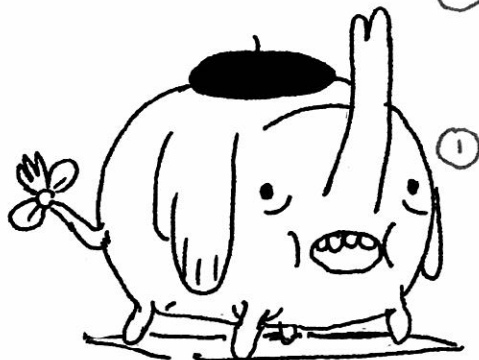
^② A POSSE!

(TT) / mum YES, VERY SHARP.

Action:

CINNAMON BUN, WITH GUMDROP LASSES (PLAYING WITH A COOTIE CATCHER)

Timing:



EPISODE # 1014-107

Production :

ADVENTURE TIME



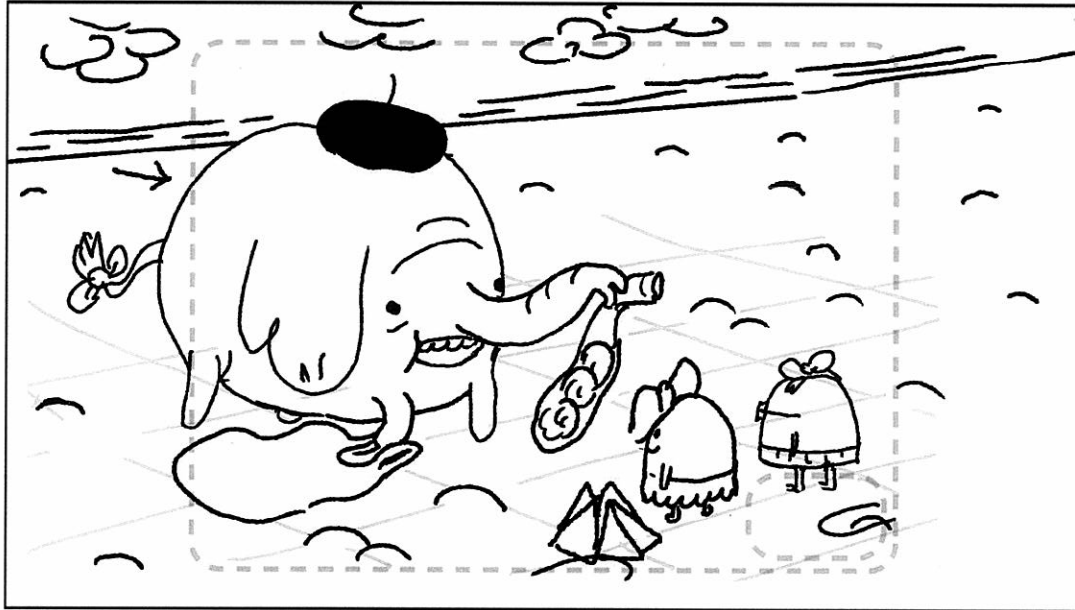
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Sc. 77

Pnl. A

Bg.

day night

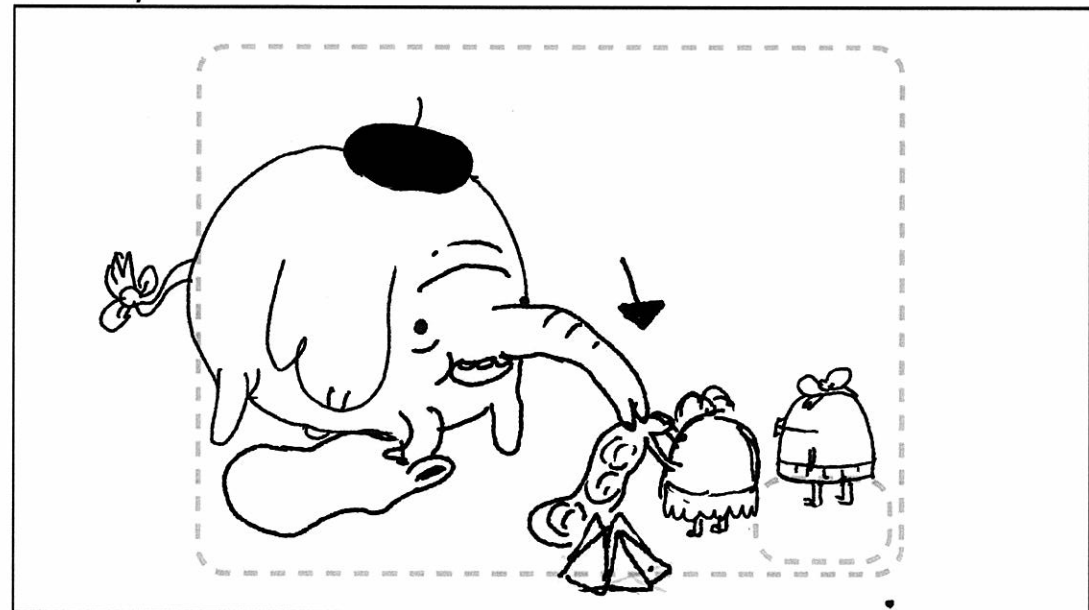


Sc. 77

Pnl. B

Bg.

day night



Dialog:

(TT) / I MADE Y'ALL BLACK JACKS,
IN CASE THINGS GET UGLY.

(TT) / I STUFFED SOME OF
MY STOCKINGS WITH

Action:

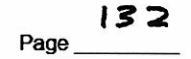
TT GIVES GUMDROP 1 BLACKJACK.

Timing:

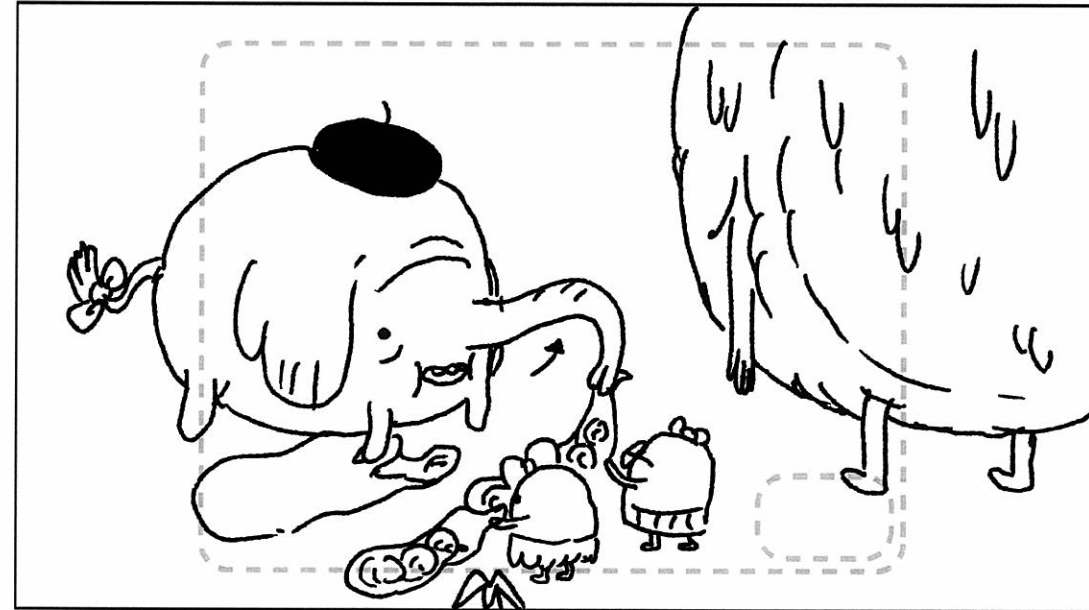
EPISODE # 1014-107

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day night



(TT) / BALLED UP NEWSPAPERS.

(ADJ. WITH TREE TRUNKS)

GIVES GUMDROP 2 BLACKJACK. FROM BAG.

EPISODE # 1014-107

Production :

ADVENTURE TIME



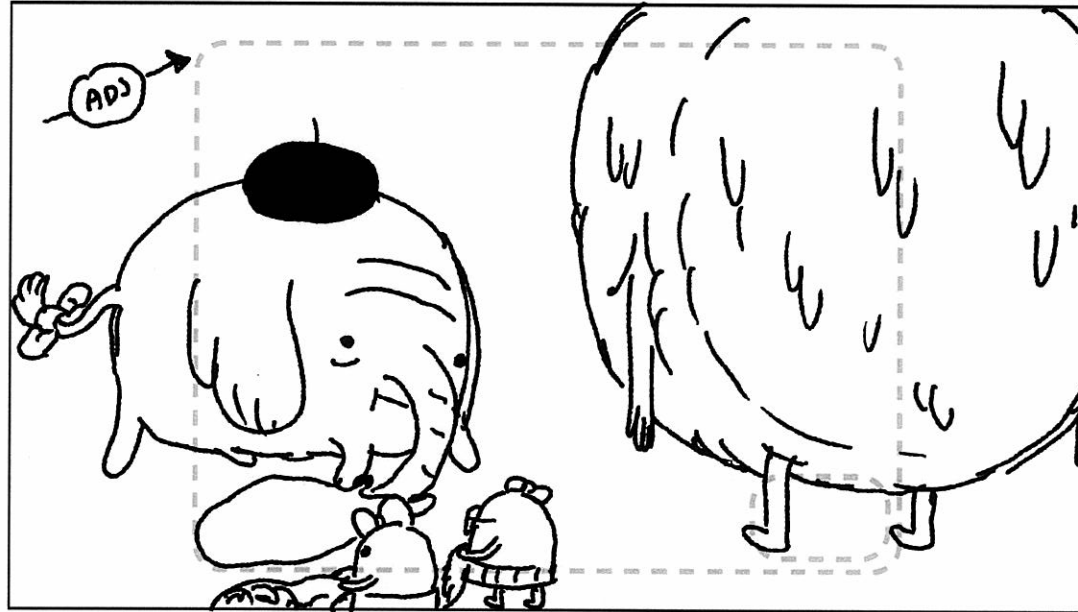
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Sc. 77

Pnl. E

Bg.

day night

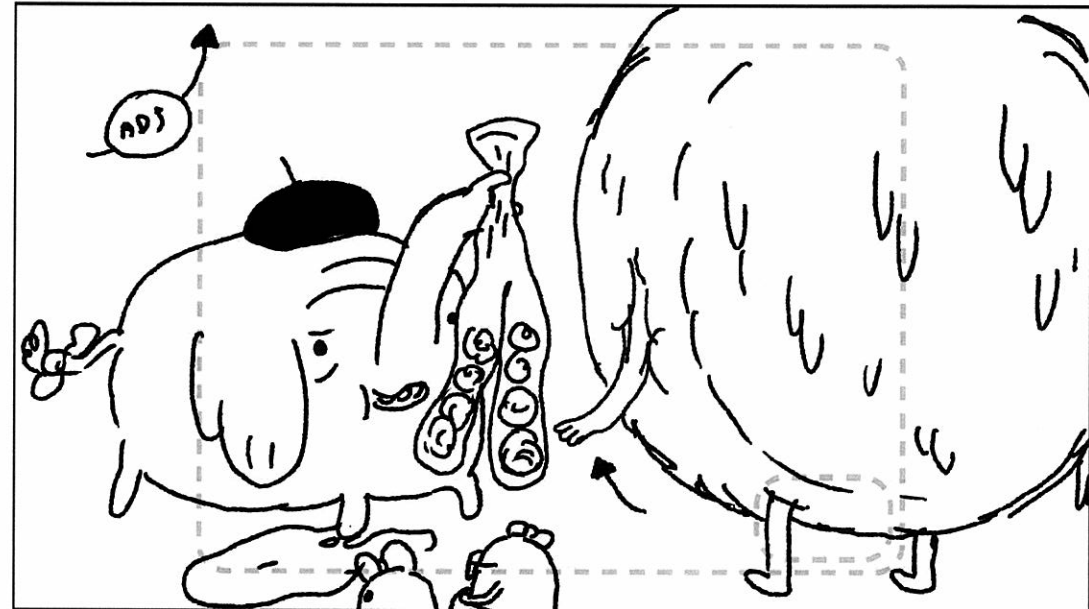


Sc. 77

Pnl. F

Bg.

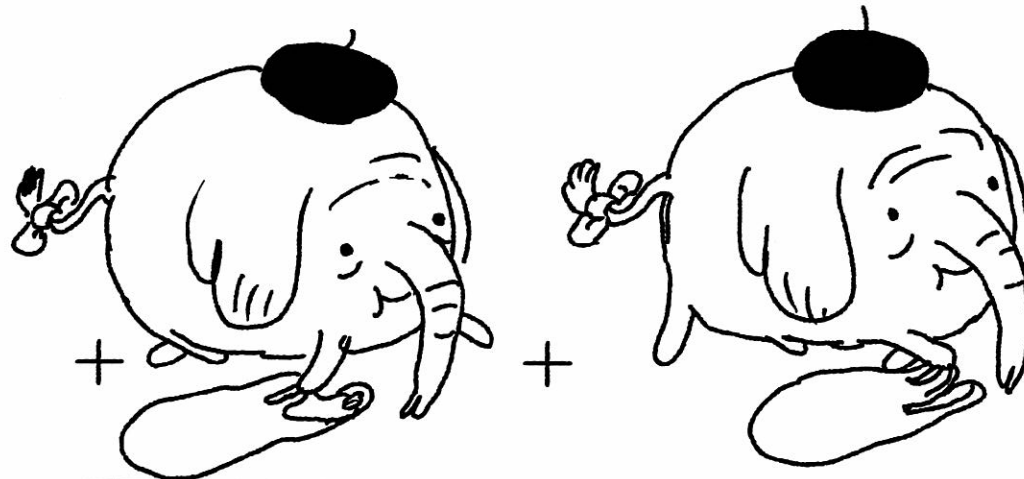
day night



Dialog:

Action:

Timing:



(TT) / I MADE A BIG ONE
FOR YOU BECAUSE
YOU'RE SO STRONG.

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ADVENTURE TIME



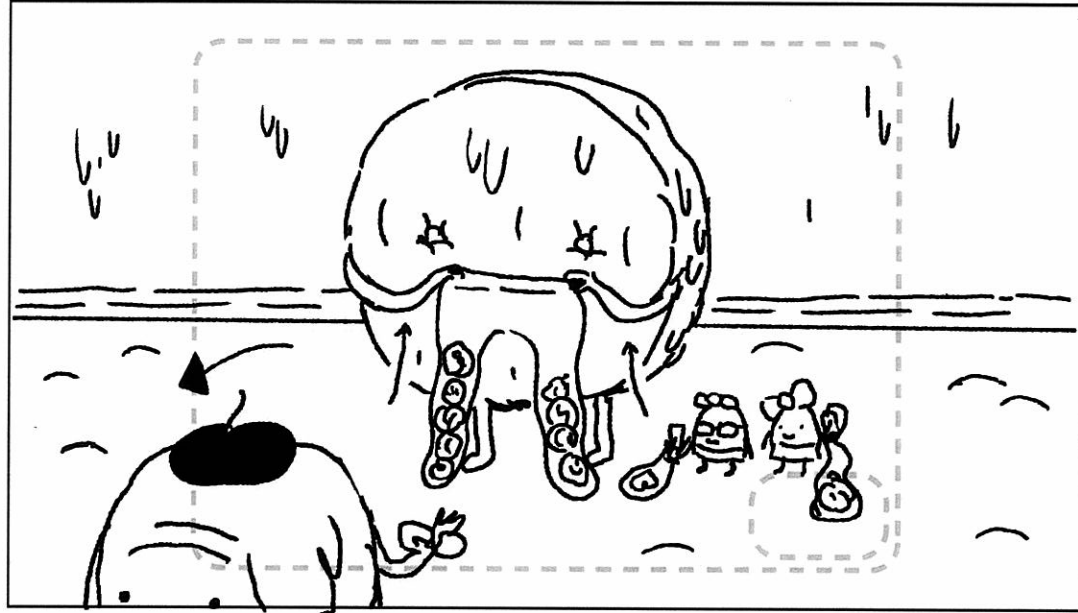
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Sc. 78

Pnl. A

Bg.

day night

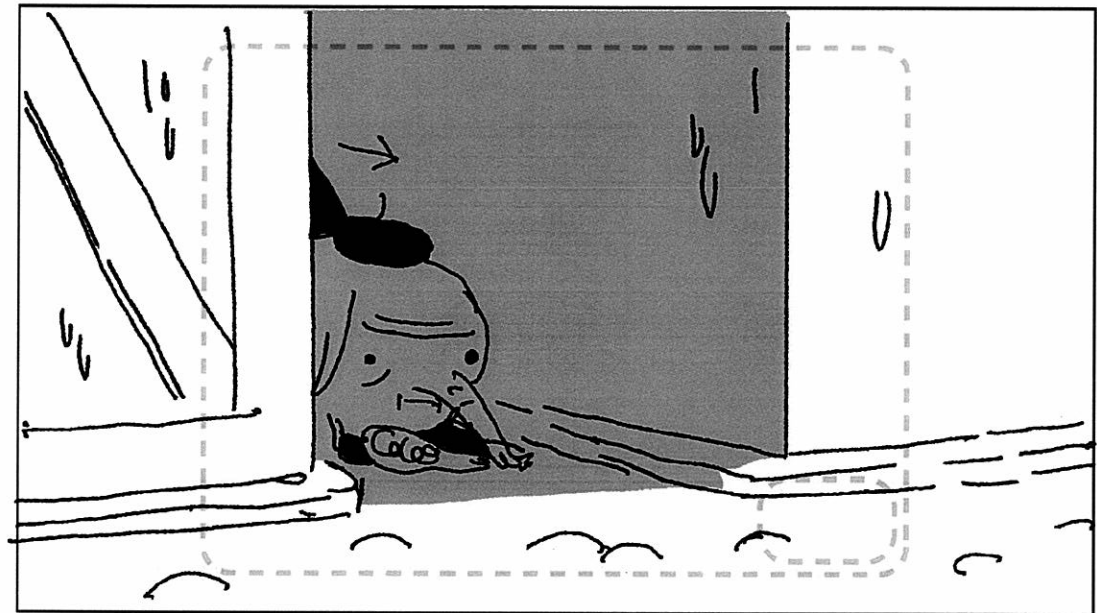


Sc. 79

Pnl. A

Bg.

day night

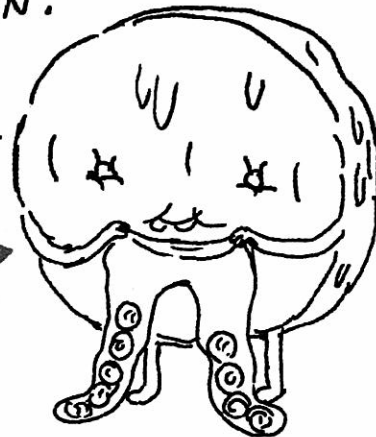


Dialog:

TT / ALRIGHT THEN!

Action:

C.B. LOOKS AT HOSE
(STARTING POSE)



Timing:

1014-107

EPISODE #

Production :

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ADVENTURE TIME



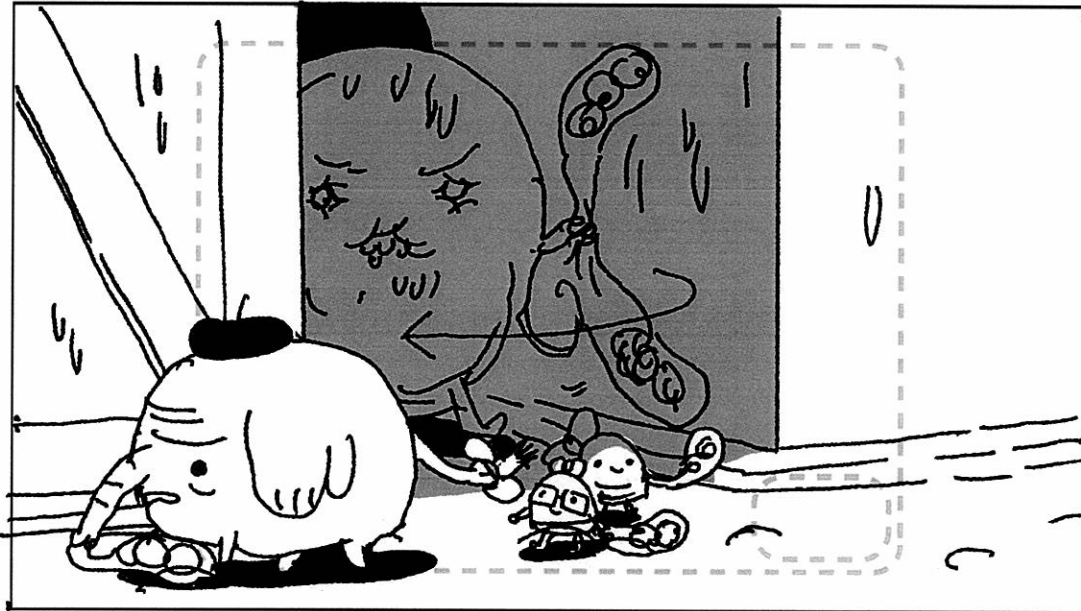
Page **136**

Sc. 79

Pnl. **β**

Bg.

day night

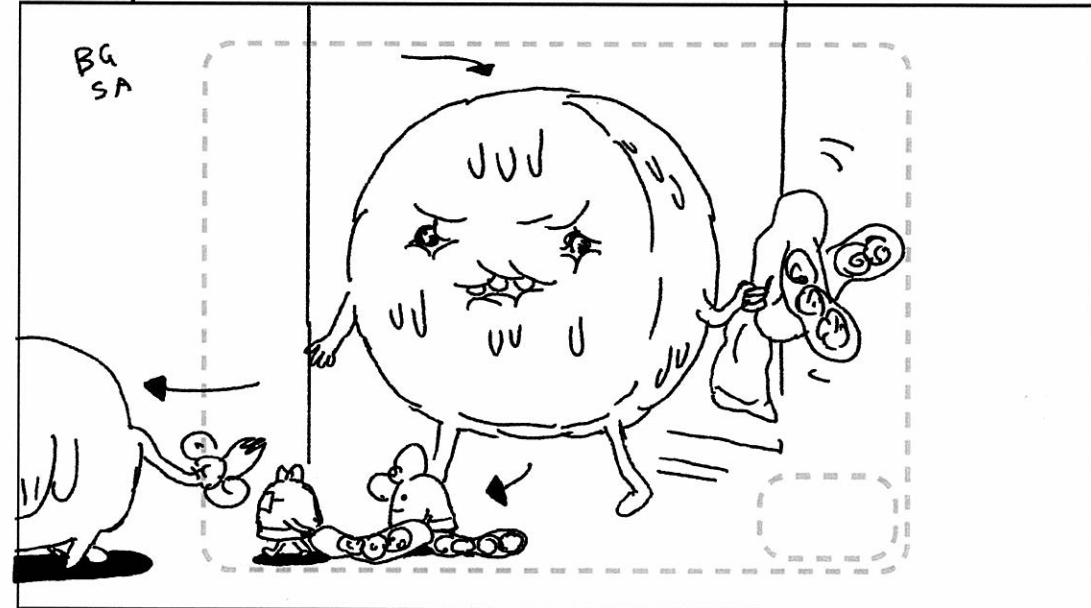


Sc. 79

Pnl. **c**

Bg.

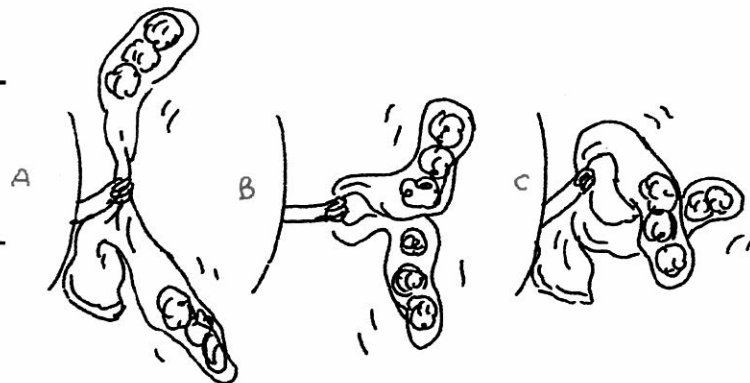
day night



Dialog:

Action:

Timing:



CINNAMON BUN
PANTY HOSE WHIP

EPISODE # 1014-107

Production :

ADVENTURE TIME



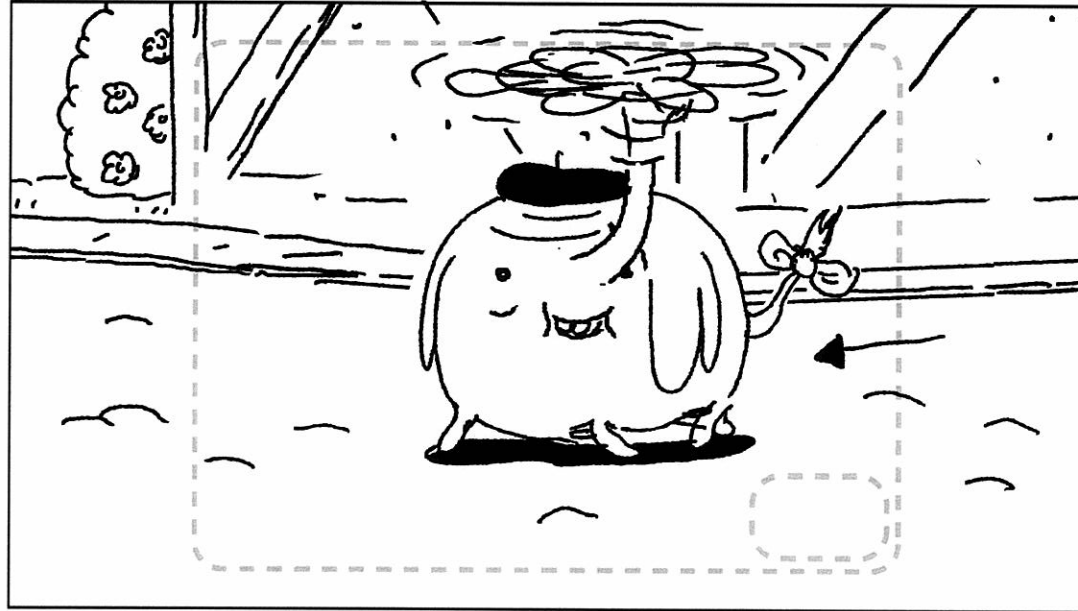
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Sc. 80

Pnl. ^A

Bg.

day night

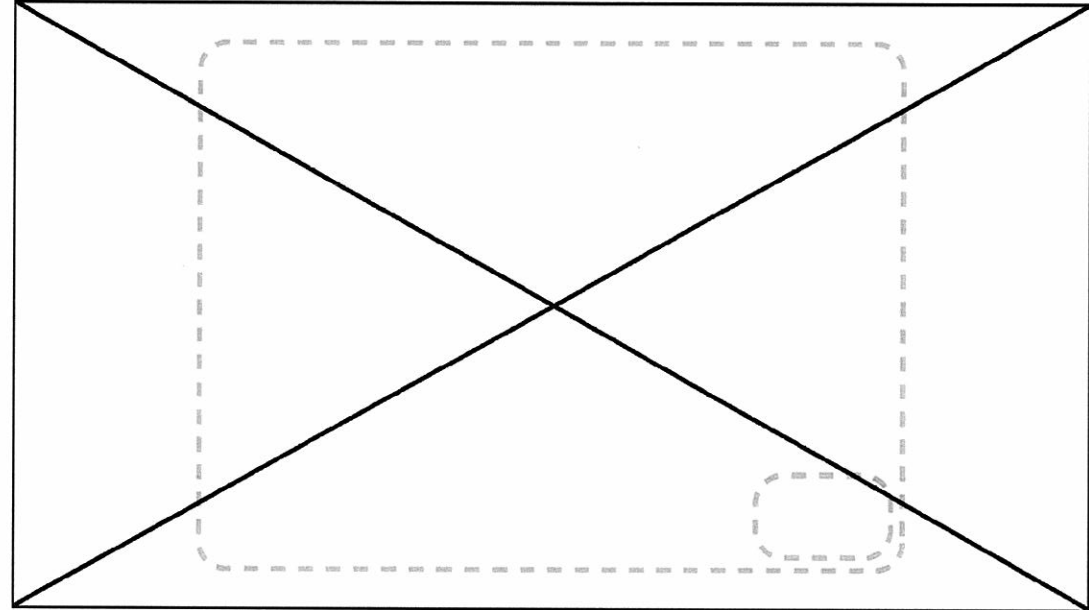


Sc.

Pnl.

Bg.

day night



Dialog:

(TT) / LET'S CLEAN UP THESE
STREETS!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



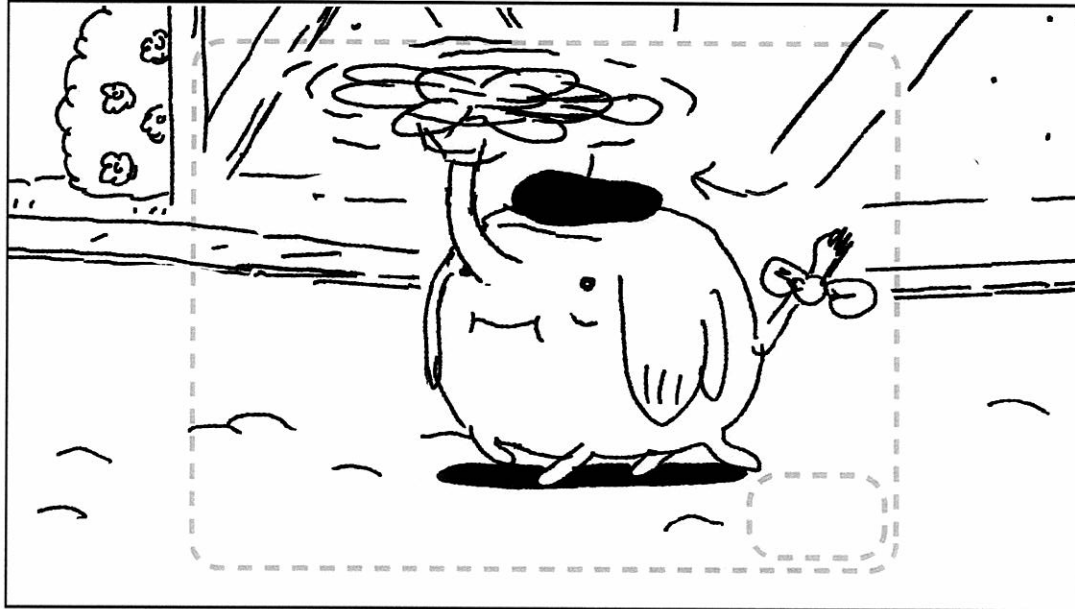
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Sc. 80

Pnl. B

Bg.

day night

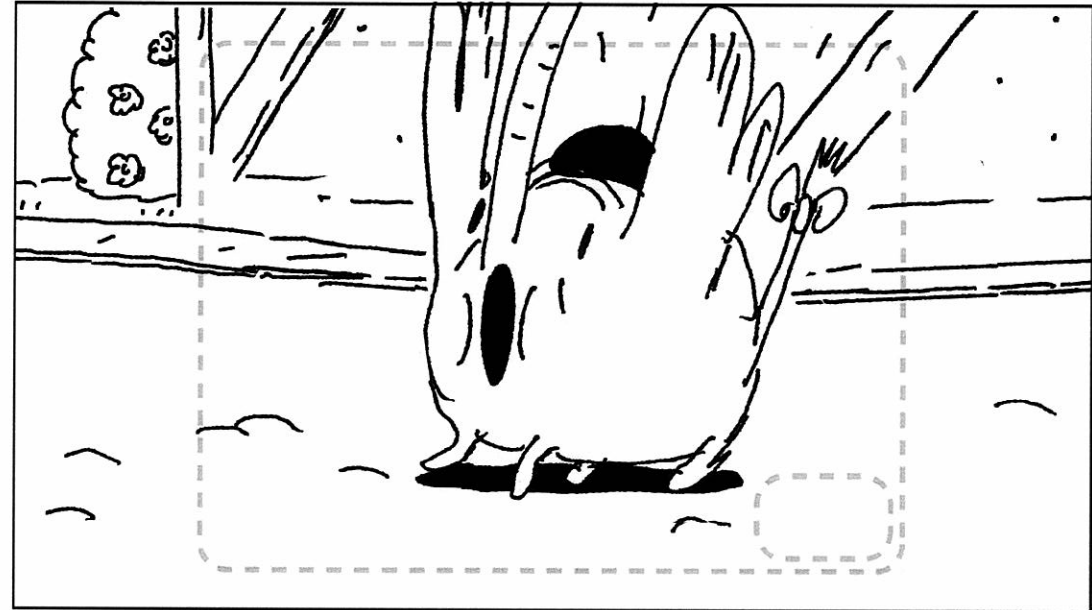


Sc. 80

Pnl. C

Bg.

day night



Dialog:

(TT) OH! THERE HE IS!

Action:

T.T. TURNS FORWARD

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



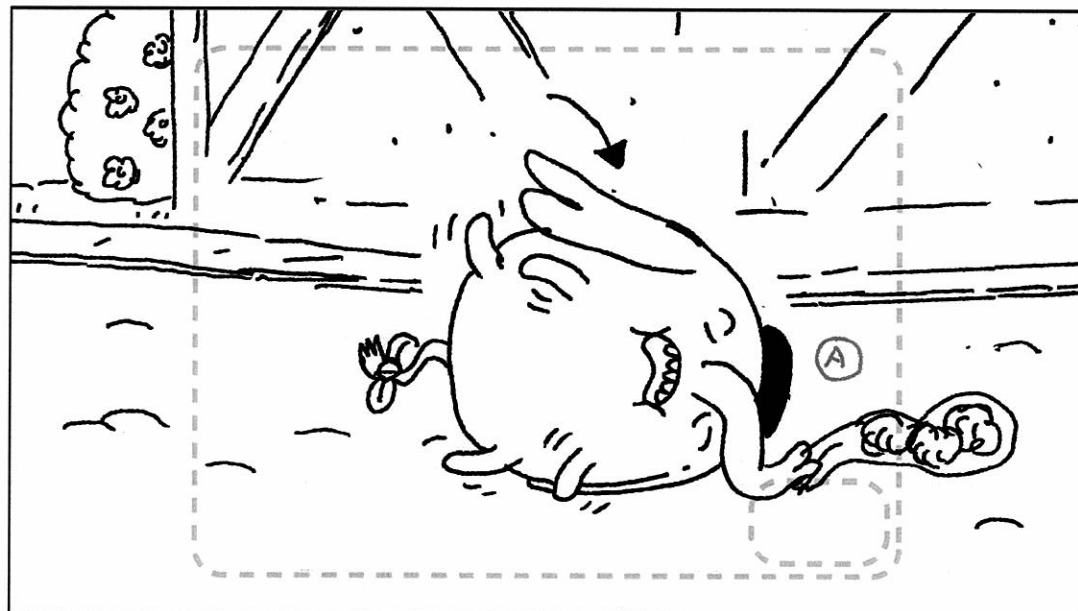
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Sc. 80

Pnl. D

Bg.

day night

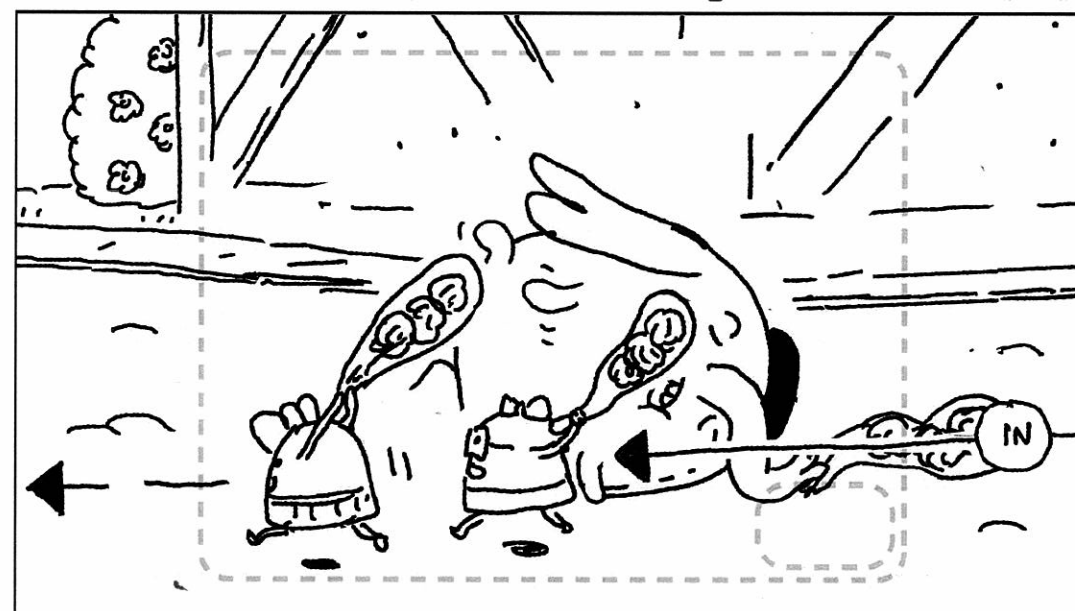


Sc. 80

Pnl. E

Bg.

day night



Dialog:

(TT) / OH IT'S HIM!
OH NO!

GUMDROP
LASSES

YEEEE!

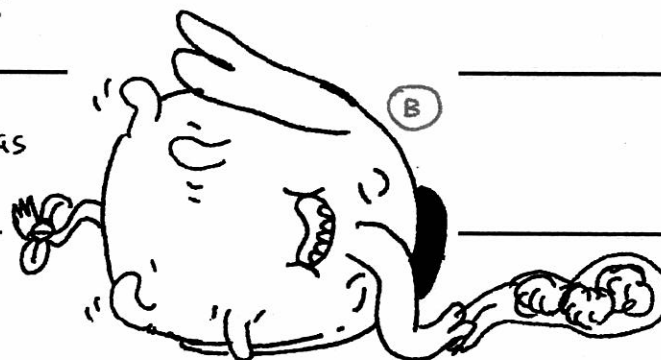
(TT) / OH NO, GOODNESS!

Action:

TREE TRUNKS FALLS OVER,
KICKING HER LITTLE LEGS
(A,B REPEAT)

GUMDROP LASSES RUN THROUGH
SHOT WITH "BLACKJACKS!"

Timing:



1014-107

EPISODE #

Production :

ADVENTURE TIME



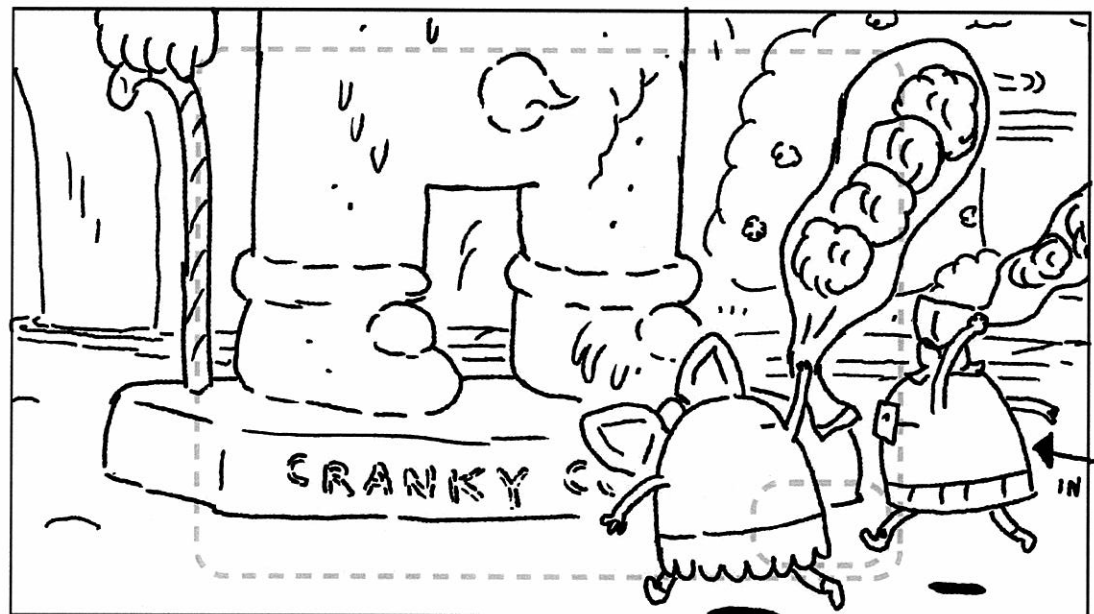
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Sc. 81

Pnl. A

Bg.

day night

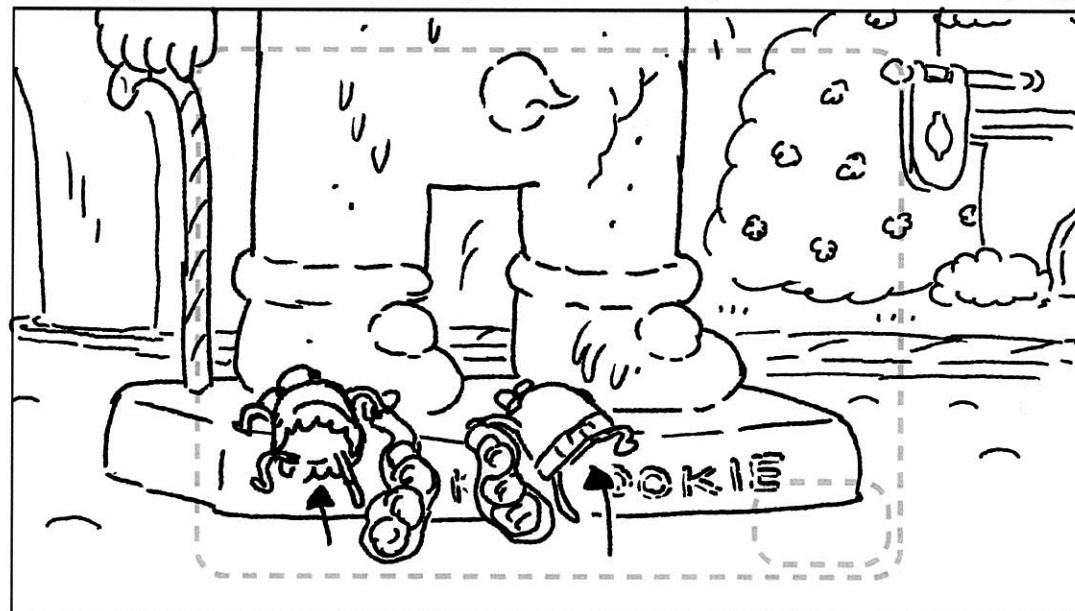


Sc. 81

Pnl. B

Bg.

day night



Dialog:

GUMDROP
LASSES

YEEEE!

Action:

GDL'S SCRAMBLE UP
STATUE BASE.

Timing:

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Production :

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ADVENTURE TIME



Page 140

Sc. 81

Pnl. C

Bg.

day night

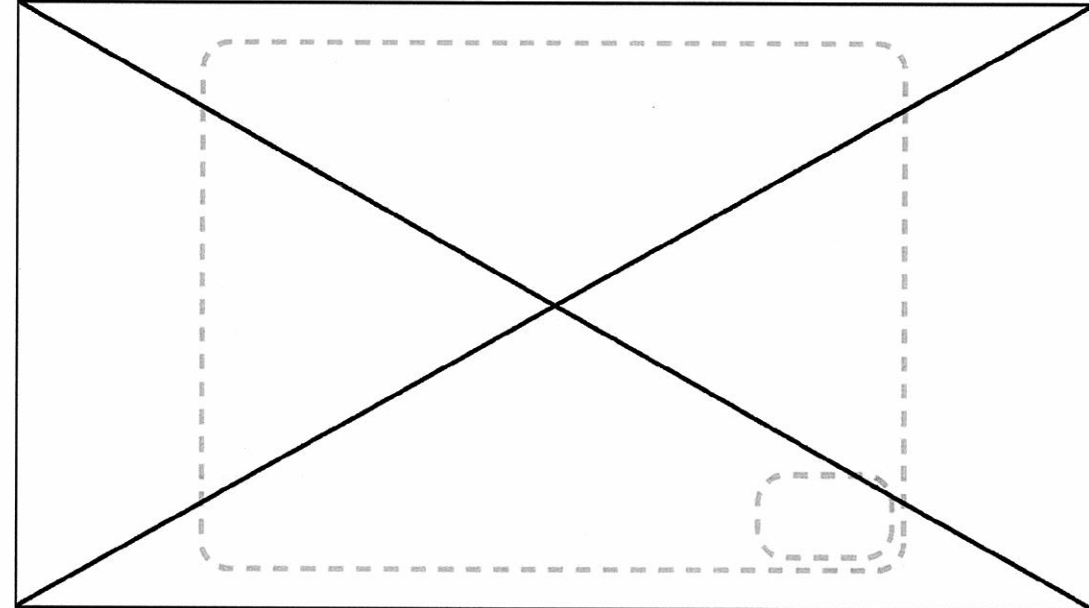


Sc.

Pnl.

Bg.

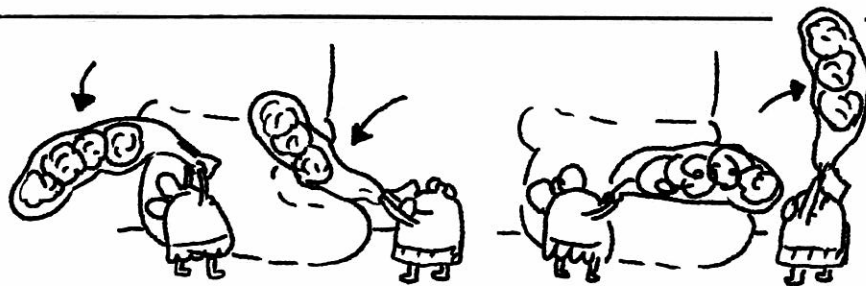
day night



Dialog:

(GDL'S) / UH! OMF! URGH!
UMPH!

Action:



Timing:

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Production :

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ADVENTURE TIME



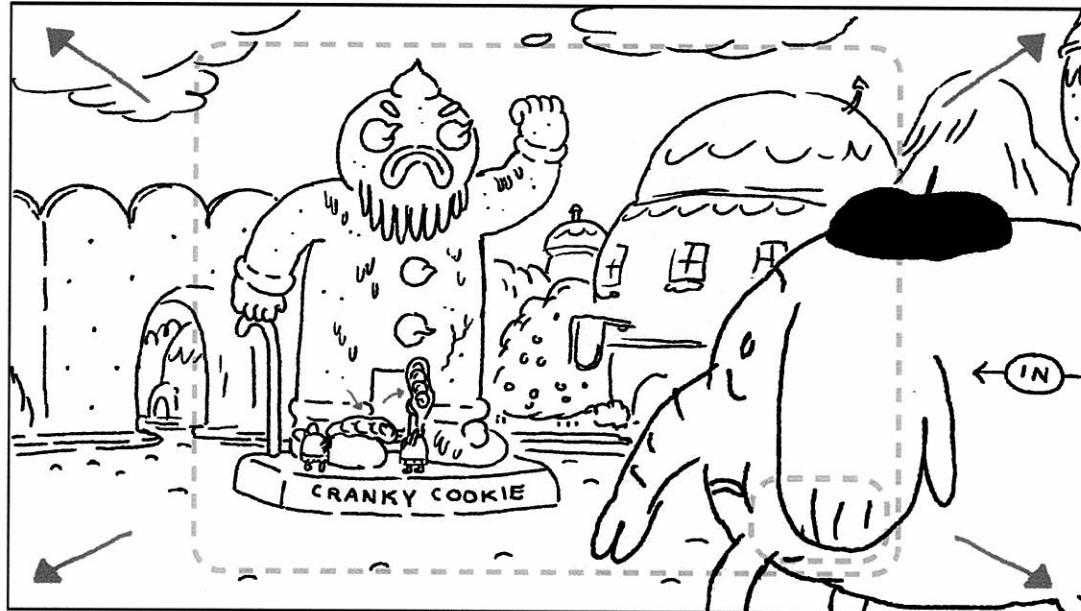
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Sc. 81

Pnl. D

Bg.

day night

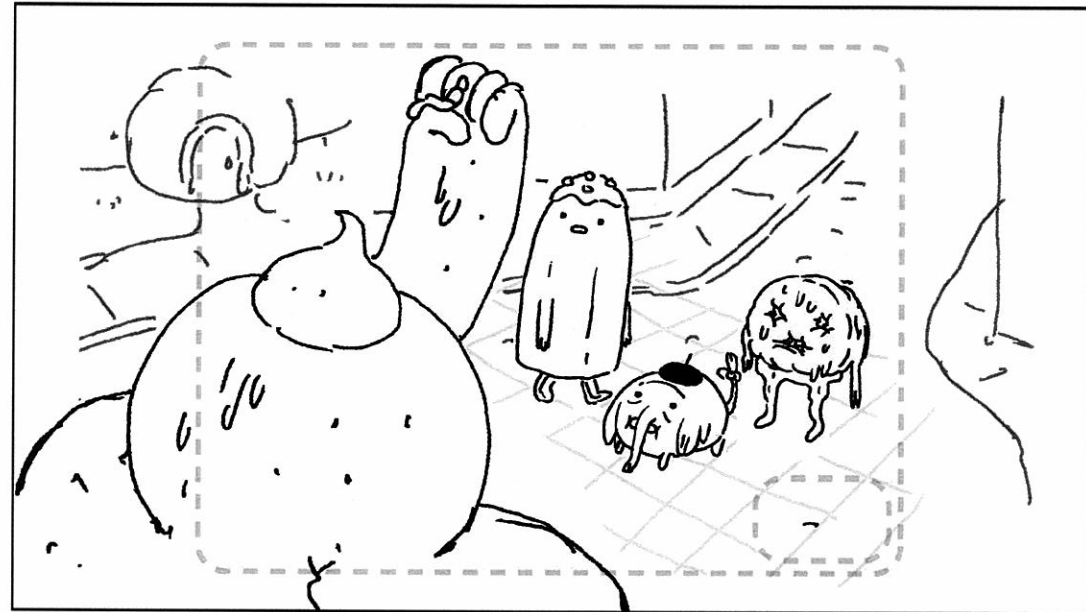


Sc. 82

Pnl. A

Bg.

day night



Dialog:

TT / OH! WHY ... IT'S
JUST A STATUE!

BANANA GUARD / YEAH, THAT'S CRANKY COOKIE.

Action:

(ZOOM OUT)

Timing:

(LITTLE SHELBY ON STATUE HAND)
- BANANA GUARD STROLLING IN.
- CINAMONBUN IS WEARY PANTYHOSE.

STARTING POSITION

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 142

Sc. 83

Pnl. A

Bg.

day night



Sc. 84

Pnl. A

Bg.

day night



Dialog:

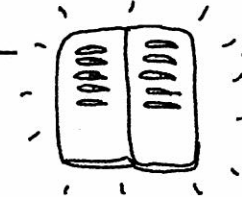
(BQ) HE COMPLAINED UNTIL
WE MADE A STATUE
FOR HIM.

(CC) YOU'RE TOO LOUD;

(SFX) SLAM!

Action:

CRANKY
COOKIE
SLAMS
SHUTTERS



Timing:

EPISODE # 1014-107

Production :

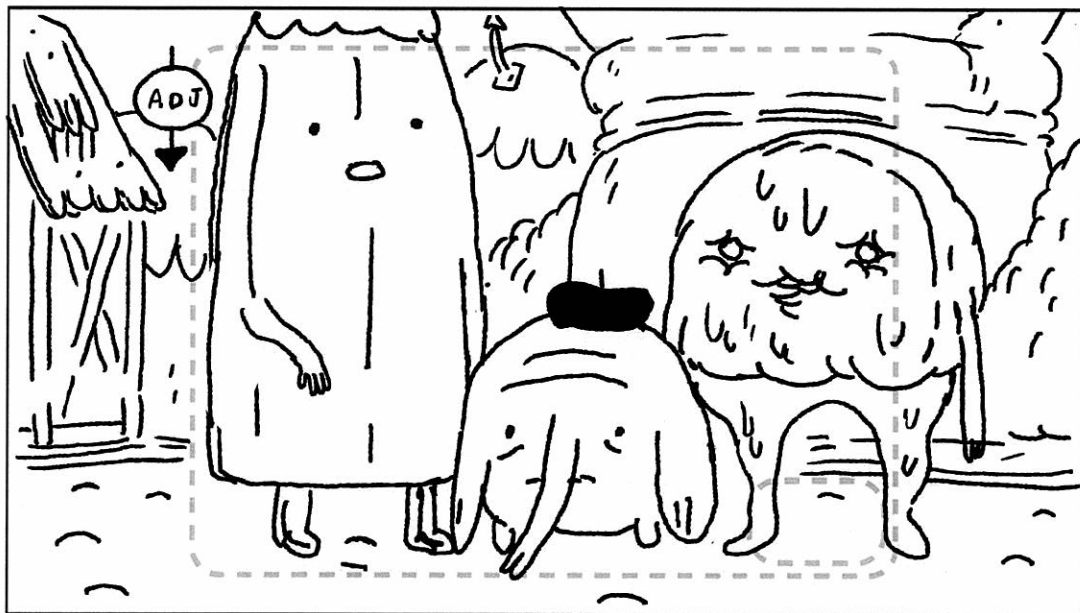
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day night

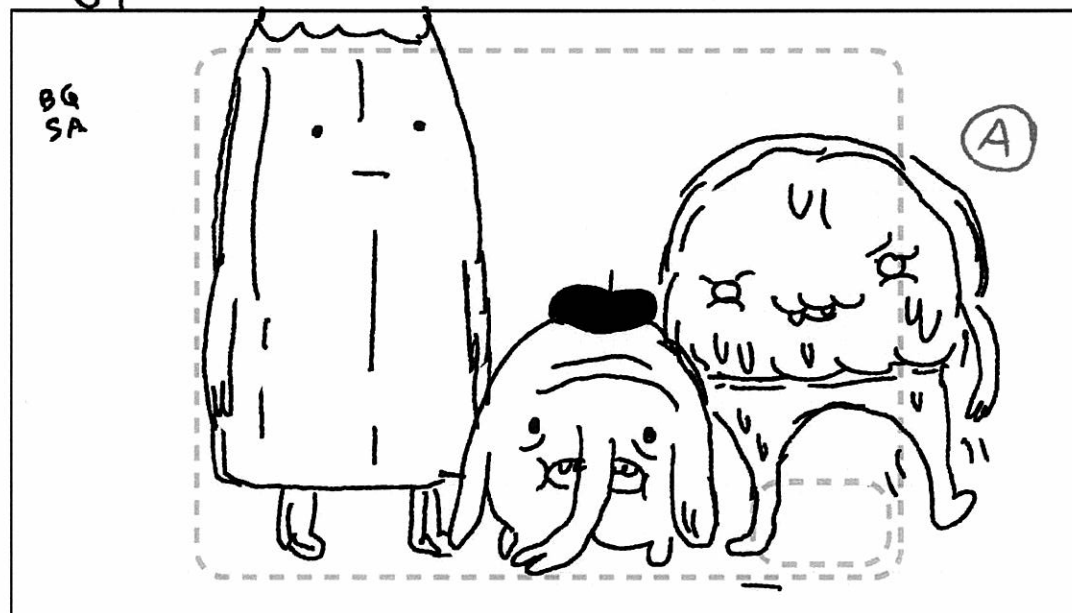
B

day **night**



Pnl. C

day night



BQ/

ANYWAYS, IS THAT
WHAT YOU SAW?

(TT) I DON'T UNDERSTAND, IT WAS SO RUDE
BEFORE...

(SHELBY) / HEY TREE TRUNKS!

CINAMON BUN IS PLAYING
WITH HIS PANTY HOSE.

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



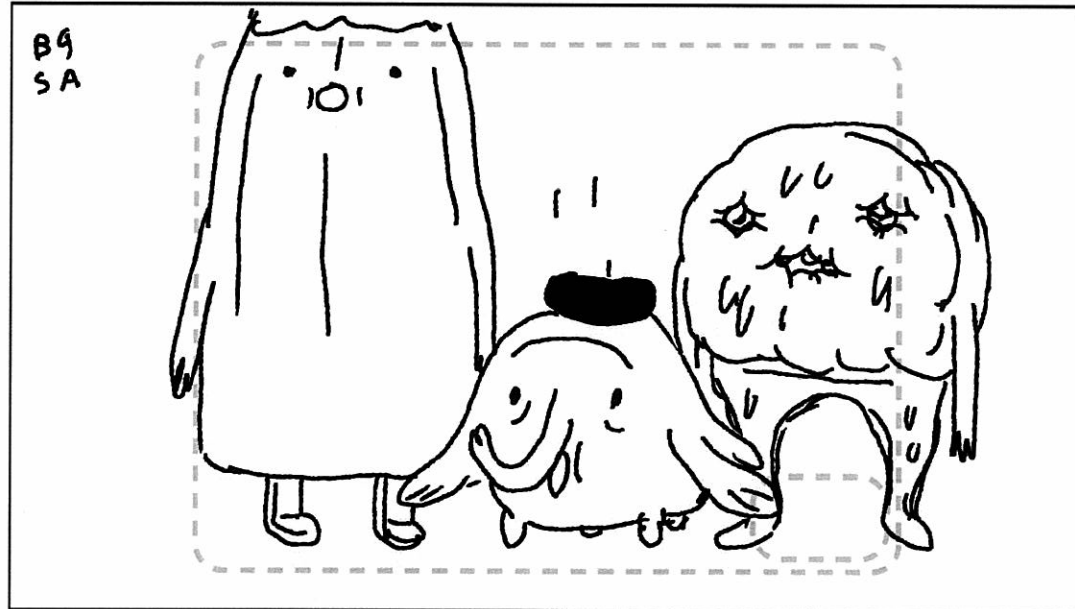
Page 144

Sc. 84

Pnl. D

Bg.

day night

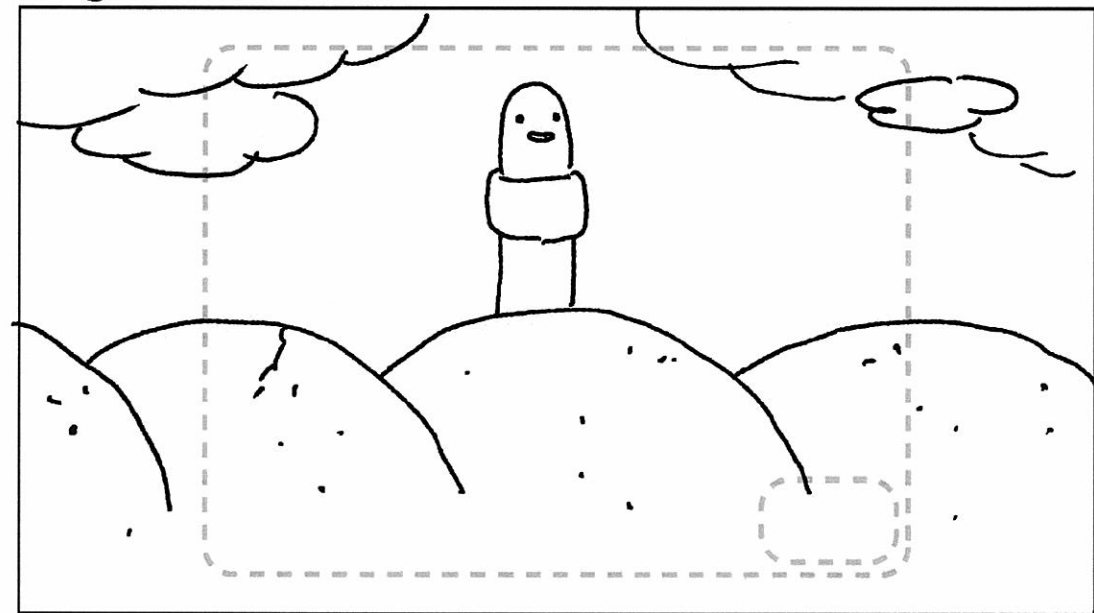


Sc. 85

Pnl. A

Bg.

day night



Dialog:

(TT) / OH!

(S) / HEY TREE TRUNKS,
HOW ARE YOU!

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



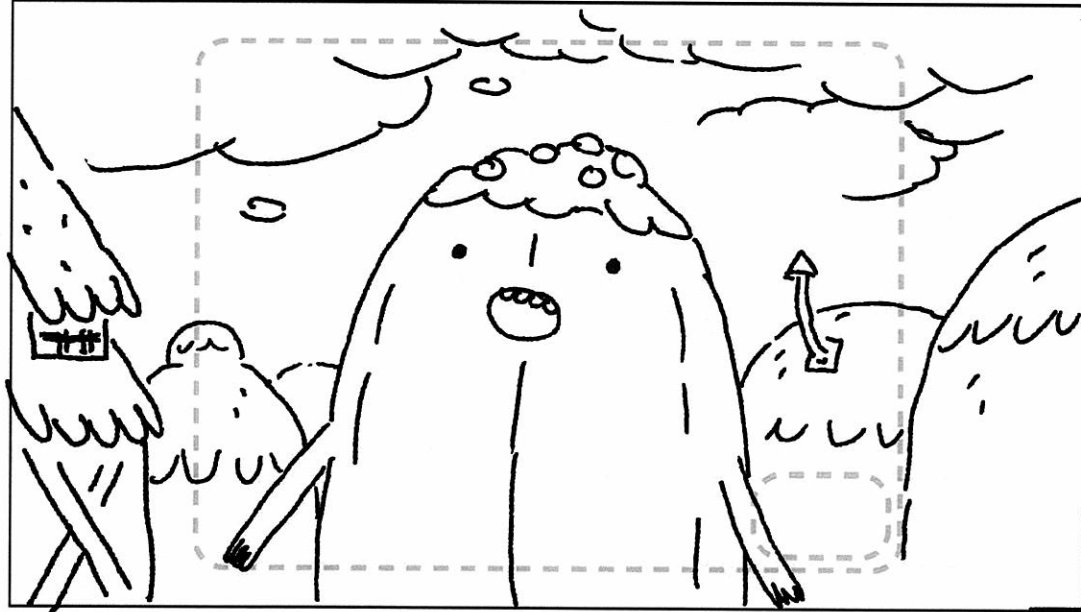
Page 145

Sc. 86

Pnl. A

Bg.

day night

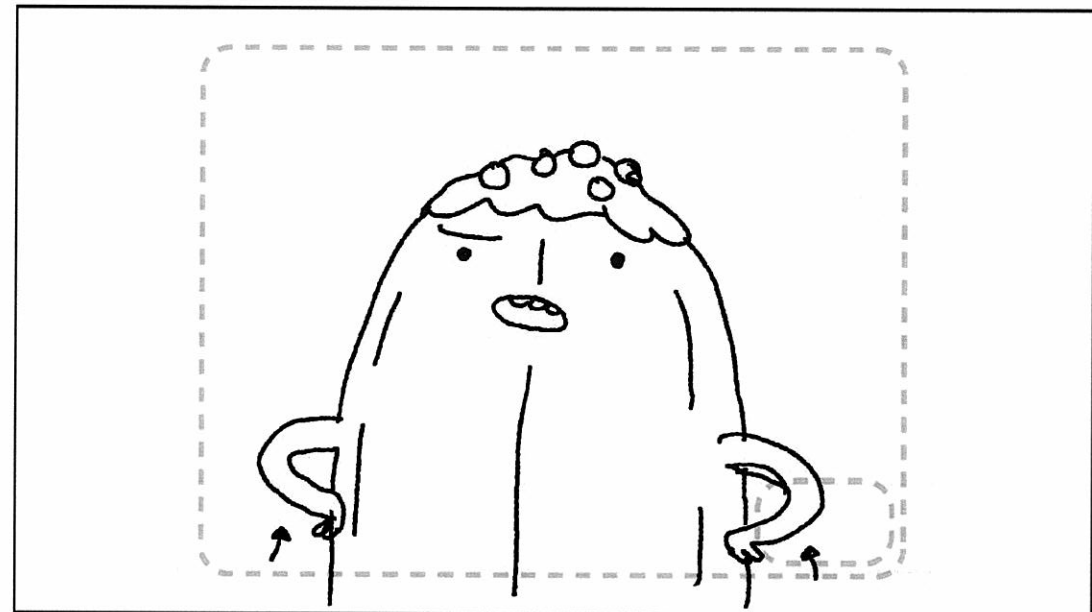


Sc. 86

Pnl. β

Bg.

day night



Dialog:

(BG) / SHELBY!

(BG) / HAVE YOU BEEN
UP THERE ALL DAY?

Action:

Timing:

EPISODE # 1014-107

Production :

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ADVENTURE TIME



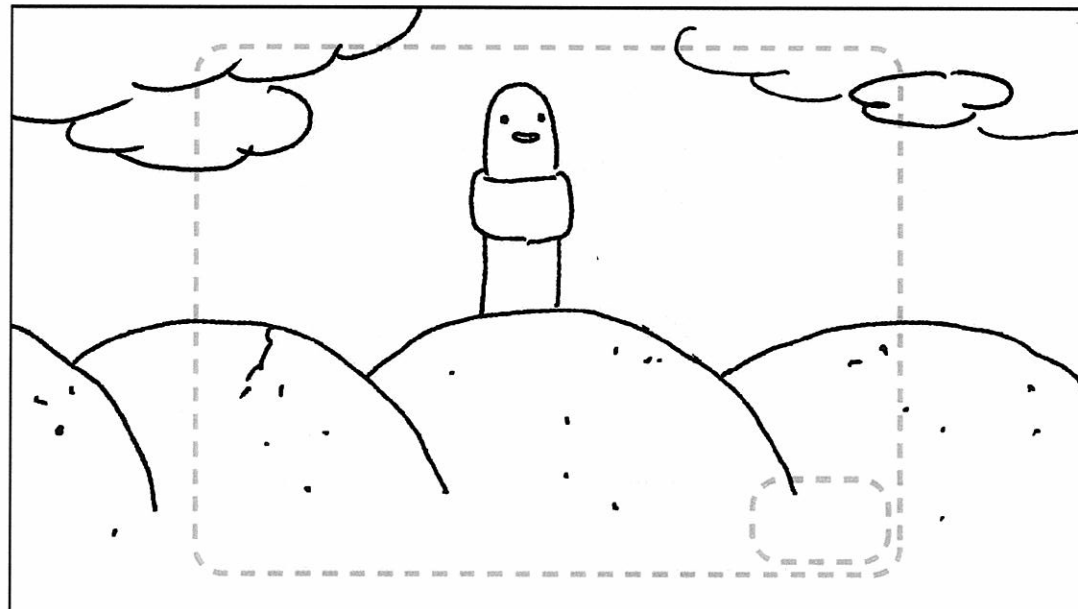
Page 146

Sc. 87

Pnl. A

Bg.

day night

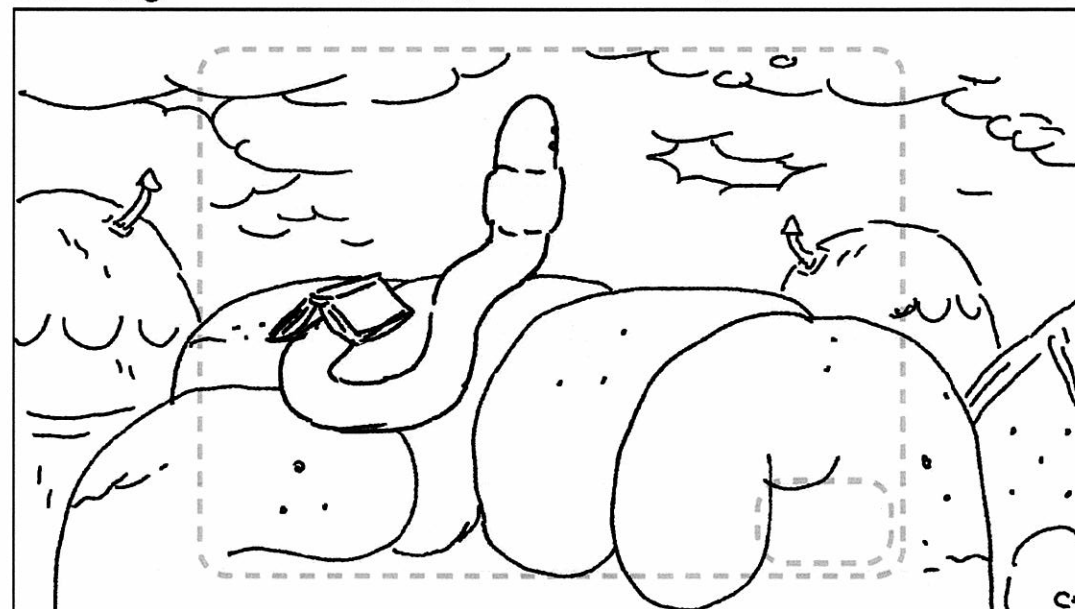


Sc. 88

Pnl. A

Bg.

day night



Dialog:

⑤ YEEEEESSS.

⑤ - JUST -

Action:

Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



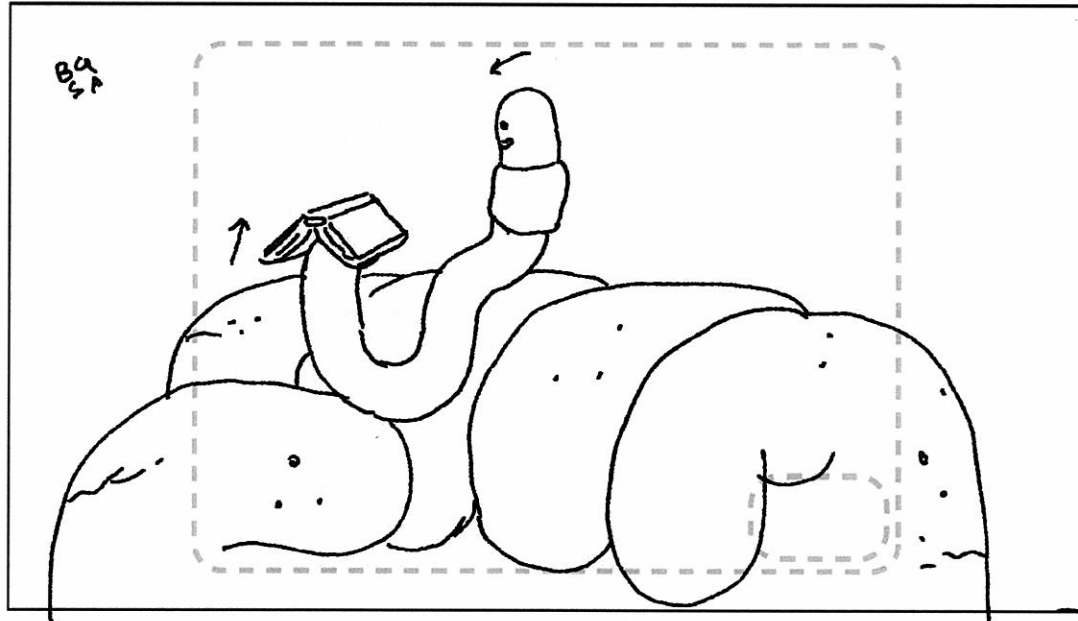
Page 147

Sc. 88

Pnl. β

Bg.

day night



Sc. 89

Pnl. A

Bg.

day night



Dialog:

⑤ - READIN' THIS BOOK!

⑧G/ AH, WELL...

Action:

Timing:



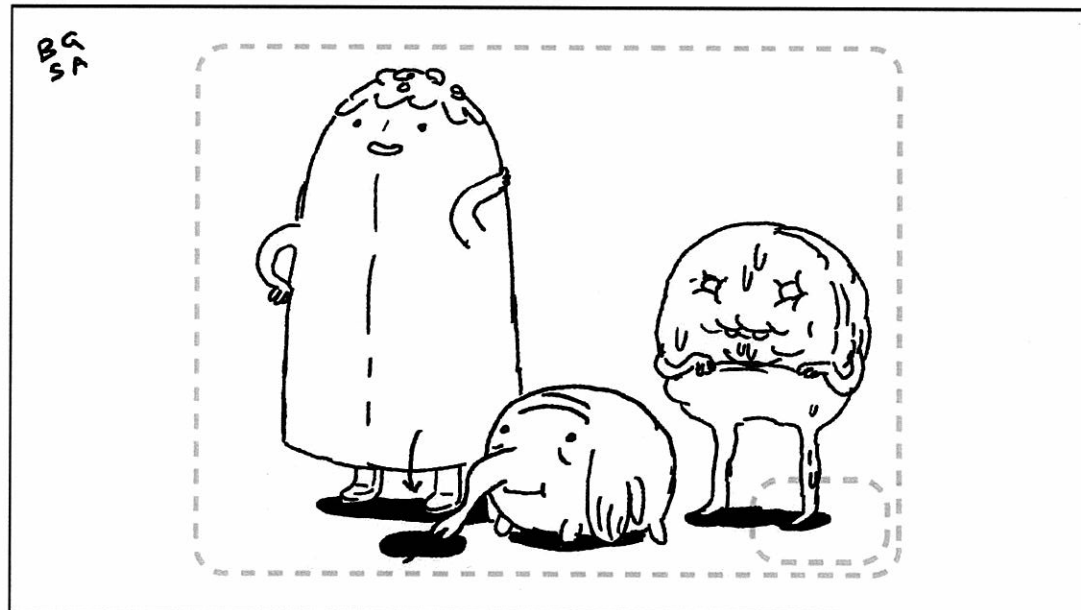
EPISODE # 1014-107

Production :

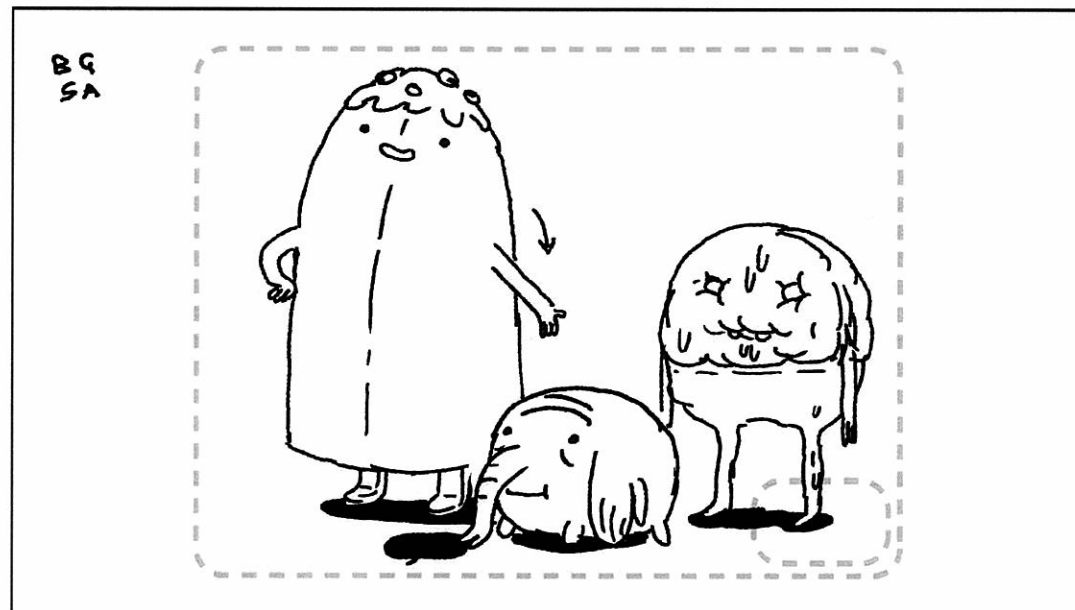
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Page 148

day night



day night



⑧ CAN YOU READ SOMEWHERE ELSE ?

(86) / YOU KIND OF OFFENDED
TREE TRUNKS HERE.

- C.B'S PANTYHOSE
SLIDES BACK DOWN
GRADUALLY.

**Timing:**

1014-107

EPISODE #

Production :

ADVENTURE TIME



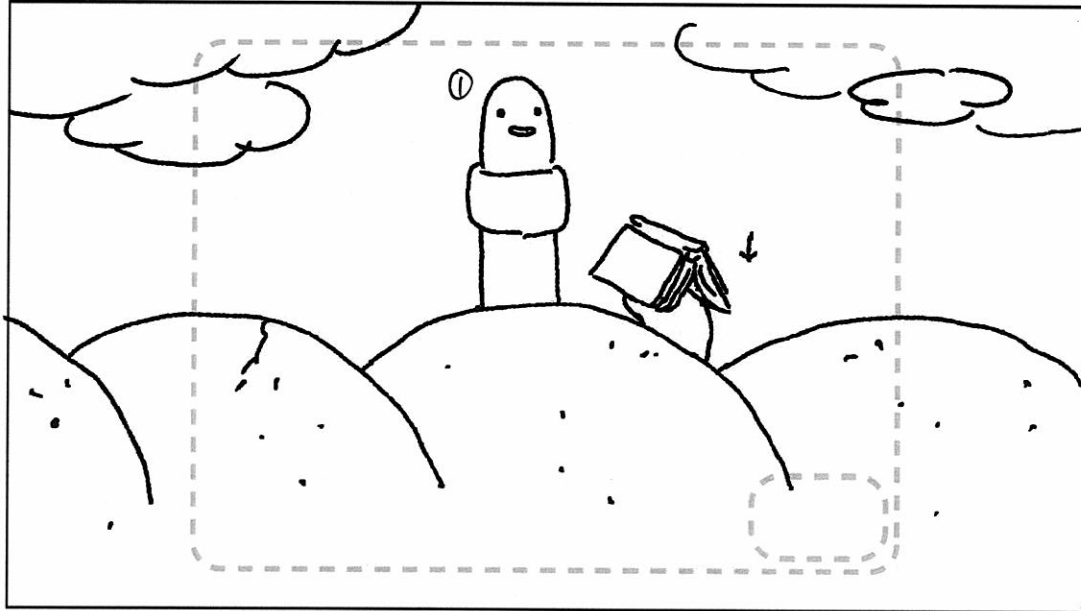
Page 149

Sc. 90

Pnl. Δ

Bg.

day night

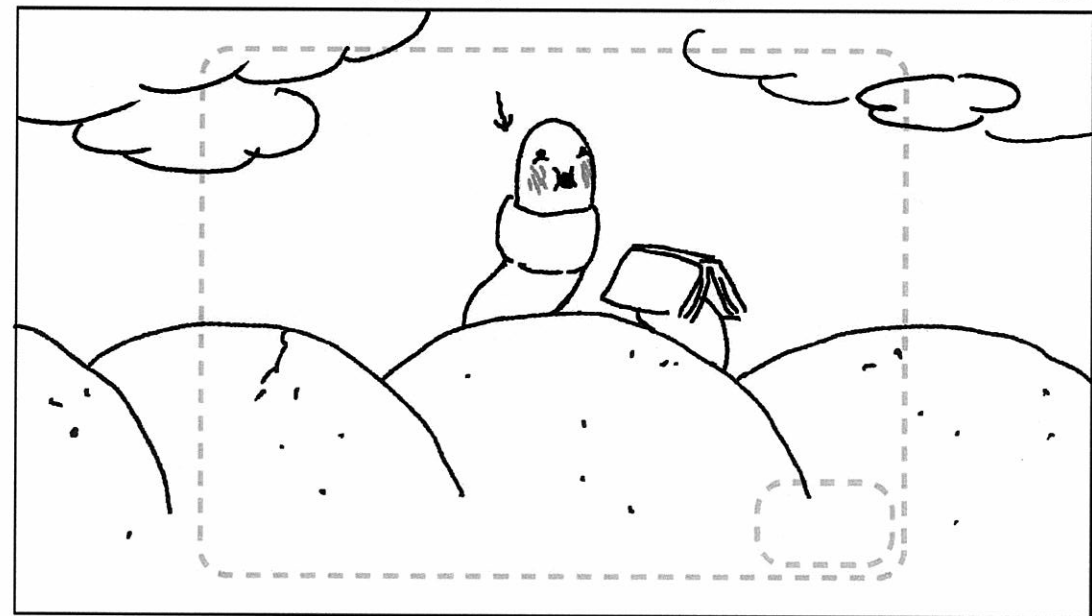


Sc. 90

Pnl. β

Bg.

day night

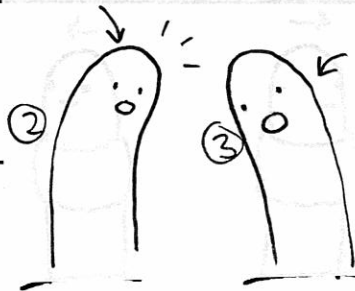


Dialog:

⑤ WHAT? OH WAIT -
(LOOKS DOWN)

⑤ / OHHH! HEHE, OH I GET- AHHH!

Action:



Timing:

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 150

Sc. 91

Pnl. A

Bg.

day night

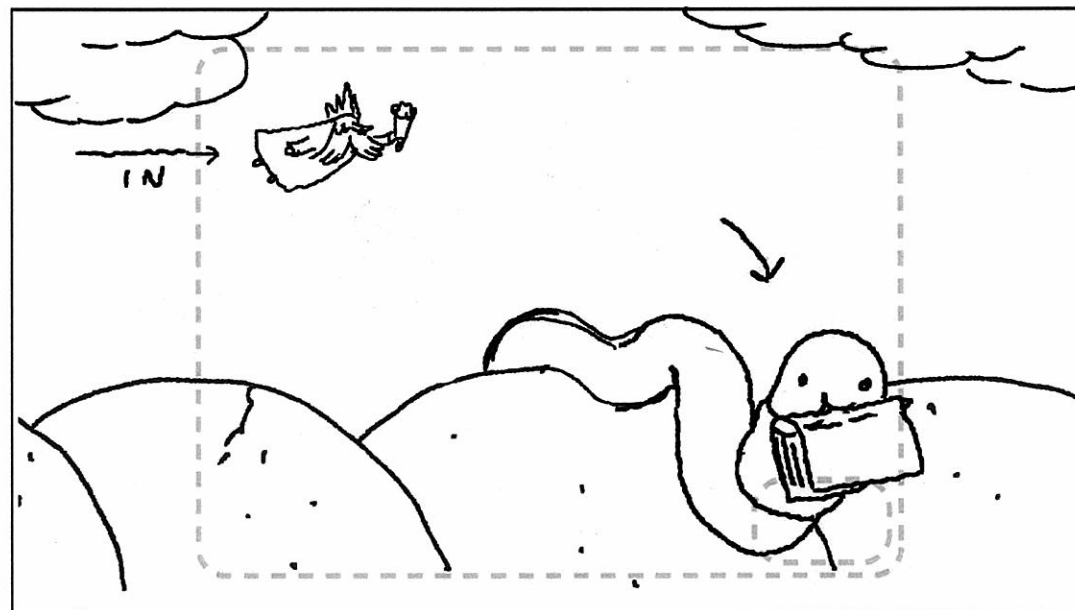


Sc. 92

Pnl. A

Bg.

day night



Dialog:

(TT) / HAHAA! WONDERFUL!

Action:

SHELBY CRAWLS OFF,
ICE KING FLYS BY.

Timing:

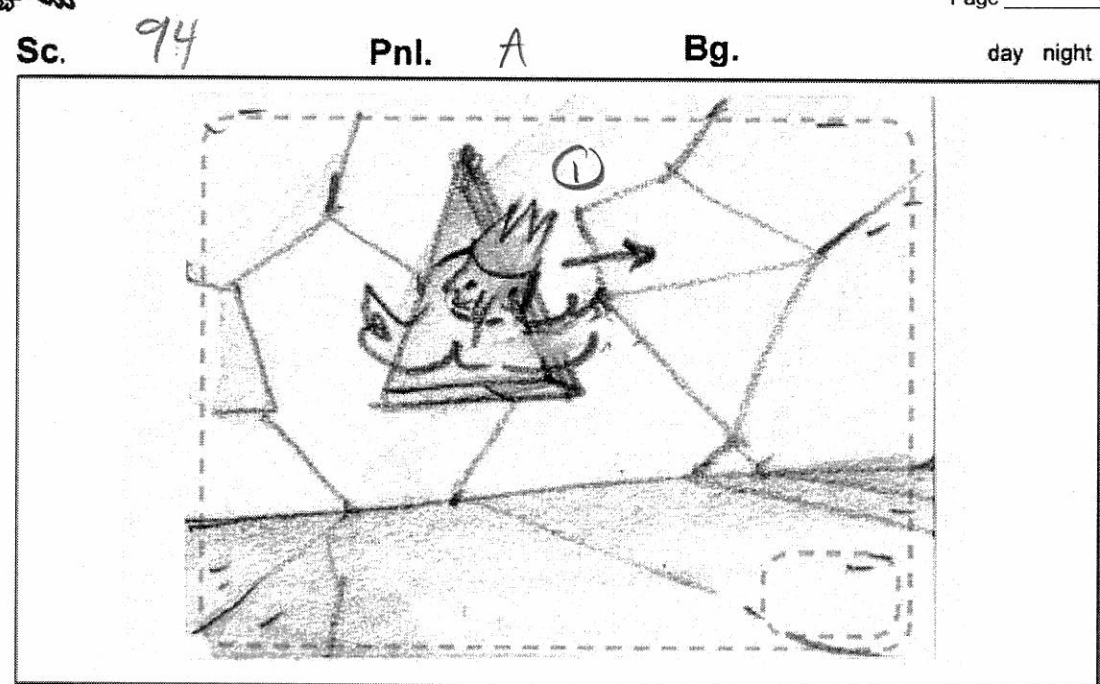
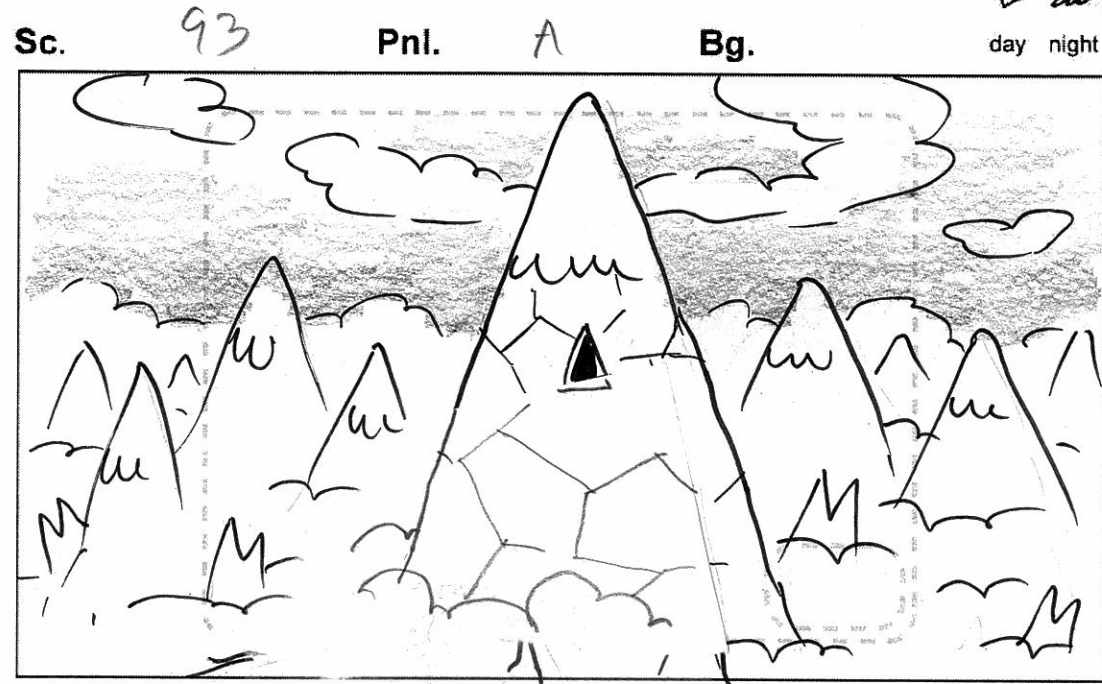
EPISODE # 1014-107

Production :

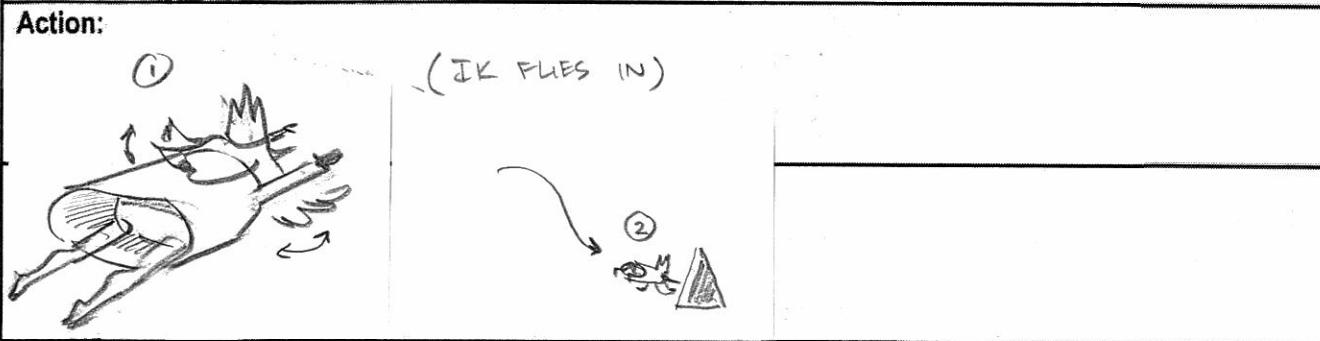
ADVENTURE TIME



Page 151



Dialog: I.k. Now I don't want to worry you Gunter, —————→



EPISODE # **1014-107**

Production :

ADVENTURE TIME

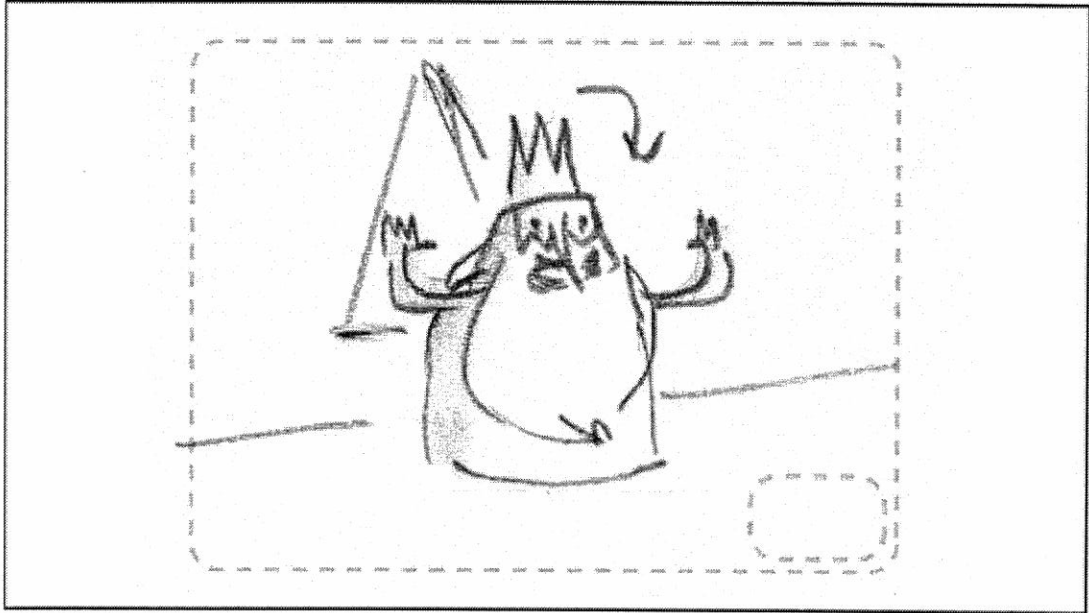


Sc. 94

Pnl. B

Bg.

day night

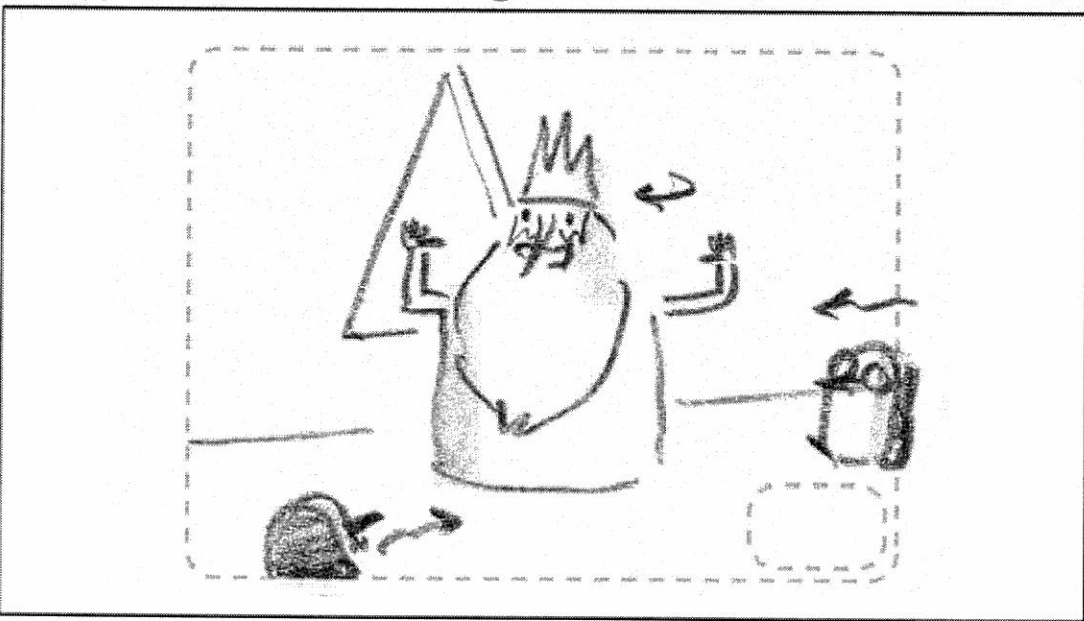


Sc. 94

Pnl. C

Bg.

day night



Dialog:

IK: FAMILY MEETING!

IK:

... FAMILY MEETING.

Action:

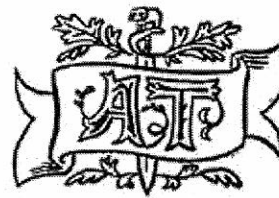
Timing:

EPISODE # 1014-107

Production :

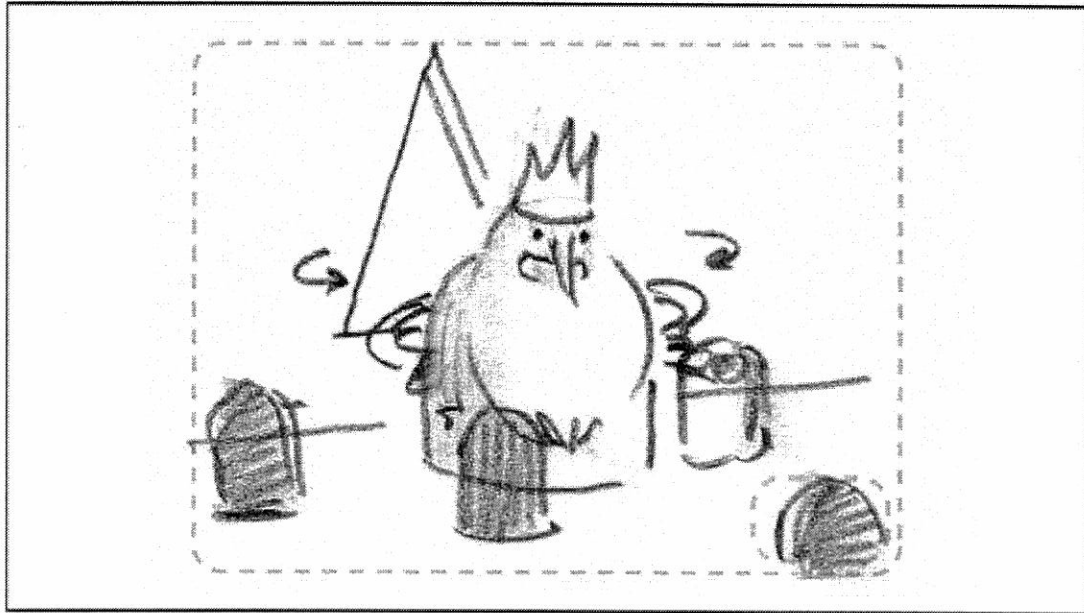
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ADVENTURE TIME

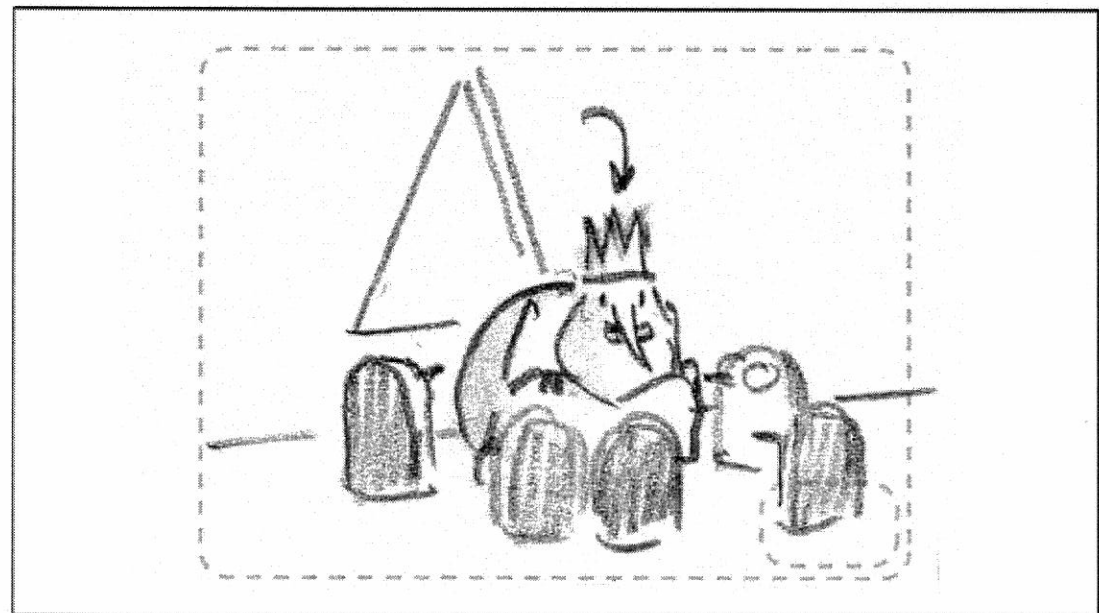


Page 151 B

Sc. 94 Pnl. D Bg. day night



Sc. 94 Pnl. E Bg. day night



Dialog: IK: GATHER
'ROUND.

IK: Now I don't want to worry
you, Gunter

Action:

Timing:

EPISODE # 1014-107

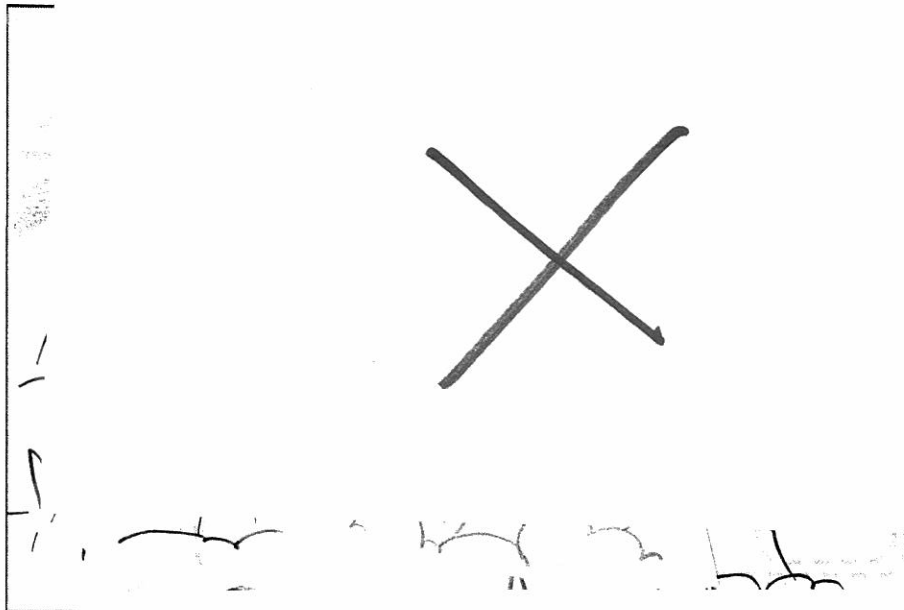
Production :

ADVENTURE TIME



Page 151 C

Sc.



Dialo

Actio



night

Sc.

94 A

Pnl.

A

Bg.

day night



→ But things are going to
change around here
very soon -

EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 152

Sc. 95 Pnl. A Bg. day night



Sc. 96 Pnl. A Bg. day night



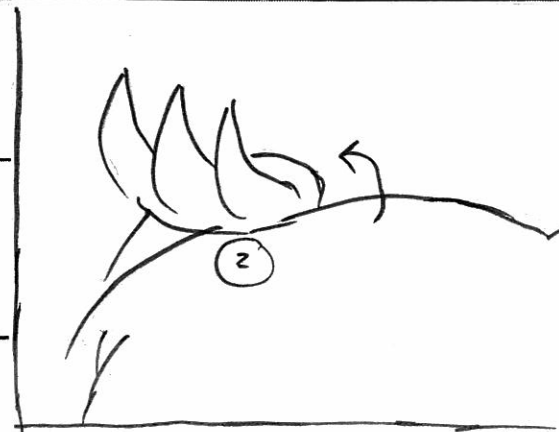
Dialog:

(I.K) (O.S.) You're going to have a new mommy to help boss you around.

(I.K) ① I mean, well, ② I haven't exactly asked her yet...

Action:

Timing:



EPISODE # 1014-107

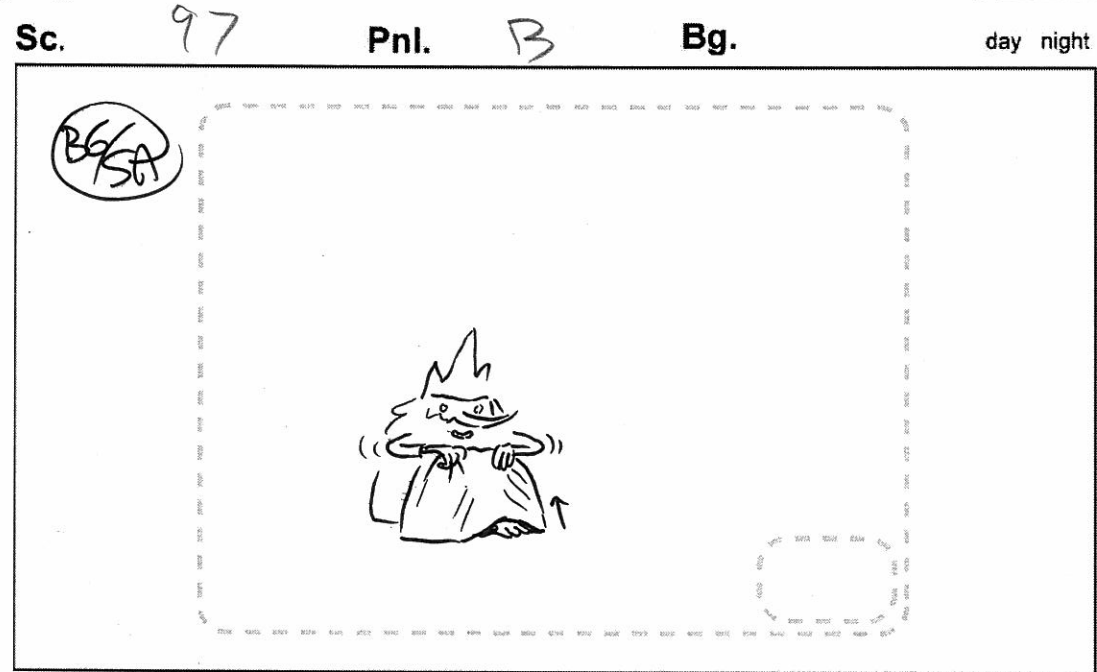
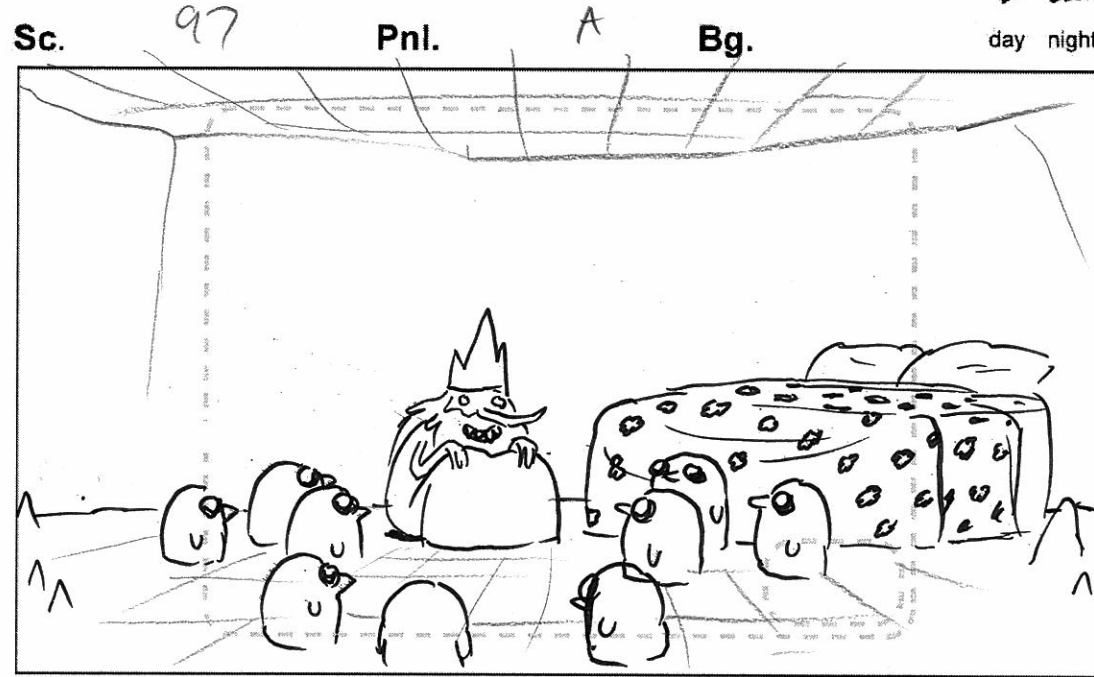
Production :

c2

ADVENTURE TIME



Page 153



Dialog:

(1K) Well, no time like
the present.

(1.K) Ya-ta-ta-ta-ta ...

Action:

1K pulls up dress inch by inch

Timing:

EPISODE #

1014-107

C3

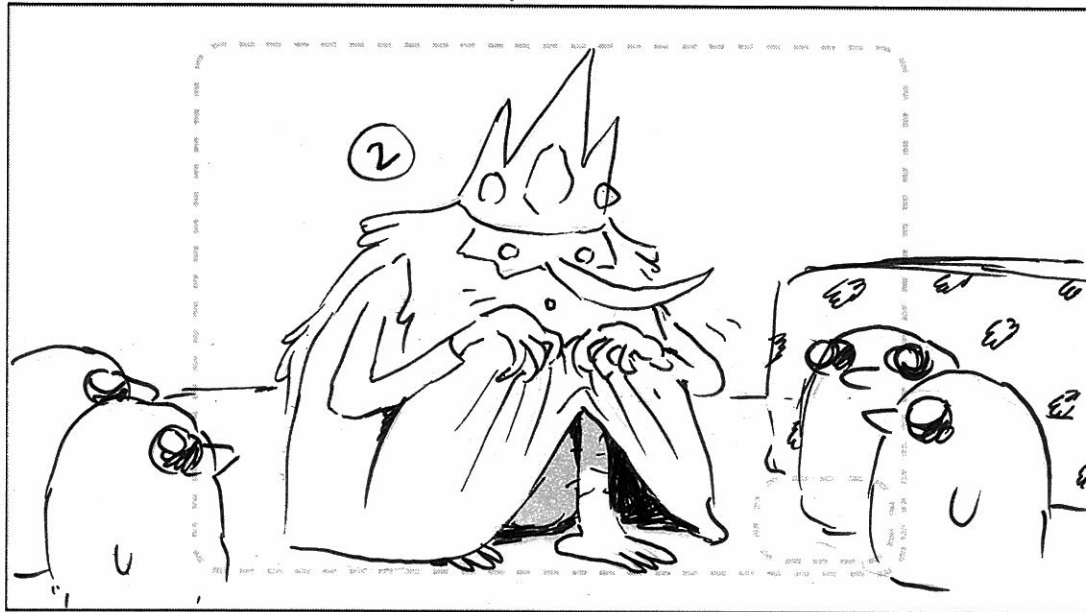
Production :

ADVENTURE TIME

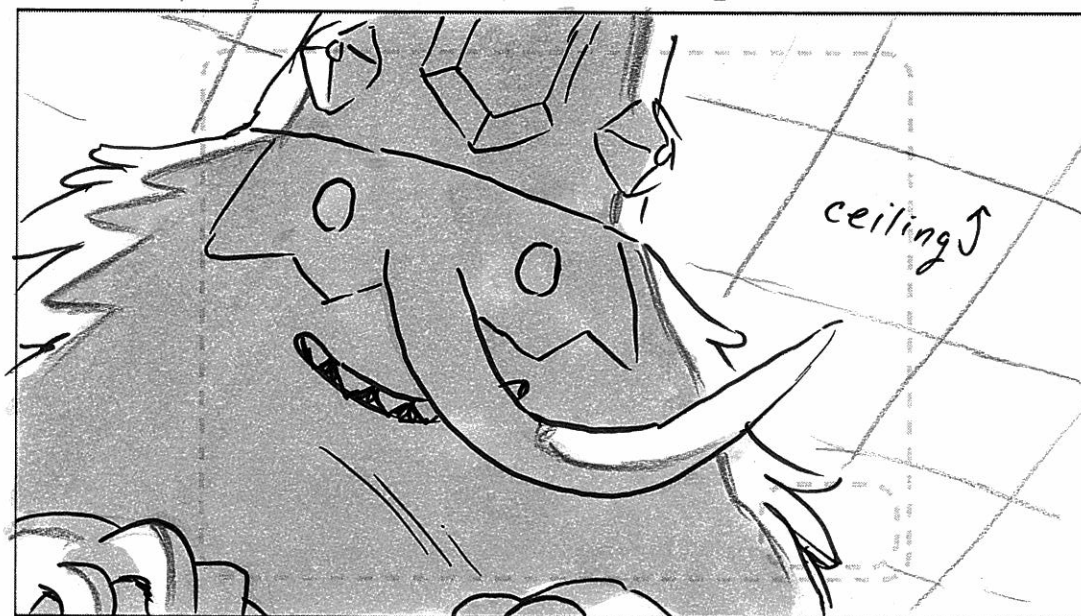


Page 154

Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night



Dialog:

(1.K.) (1)(2): do-do-do...
(3): Sweety?

(1K) Sweety, are you awake?

Action:



Timing:

1.K. always w/ rim light in these shots

Production :

EPISODE # 1014-107

cy

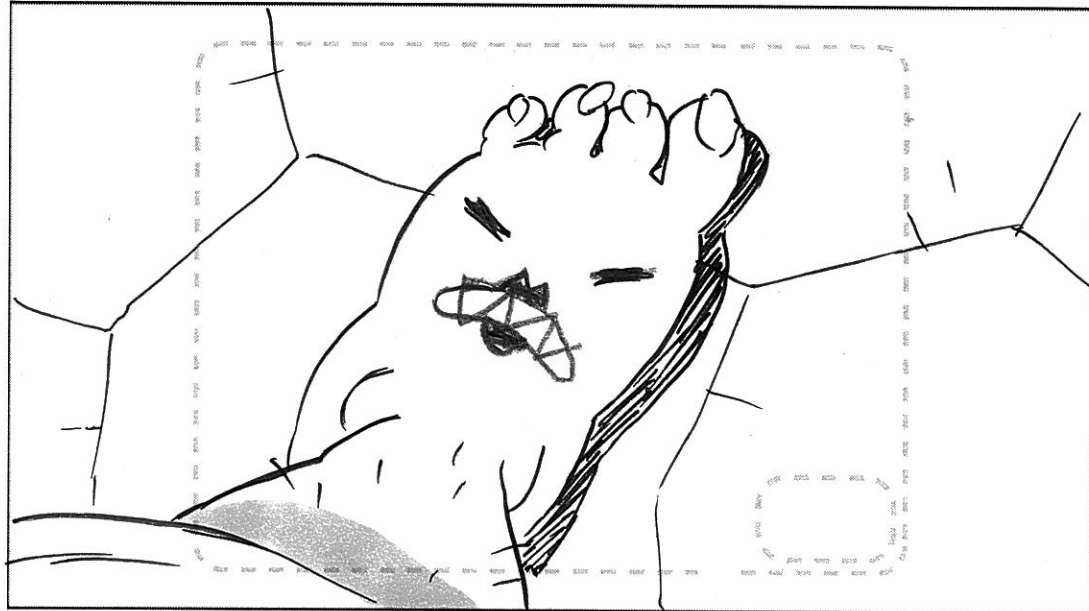
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ADVENTURE TIME

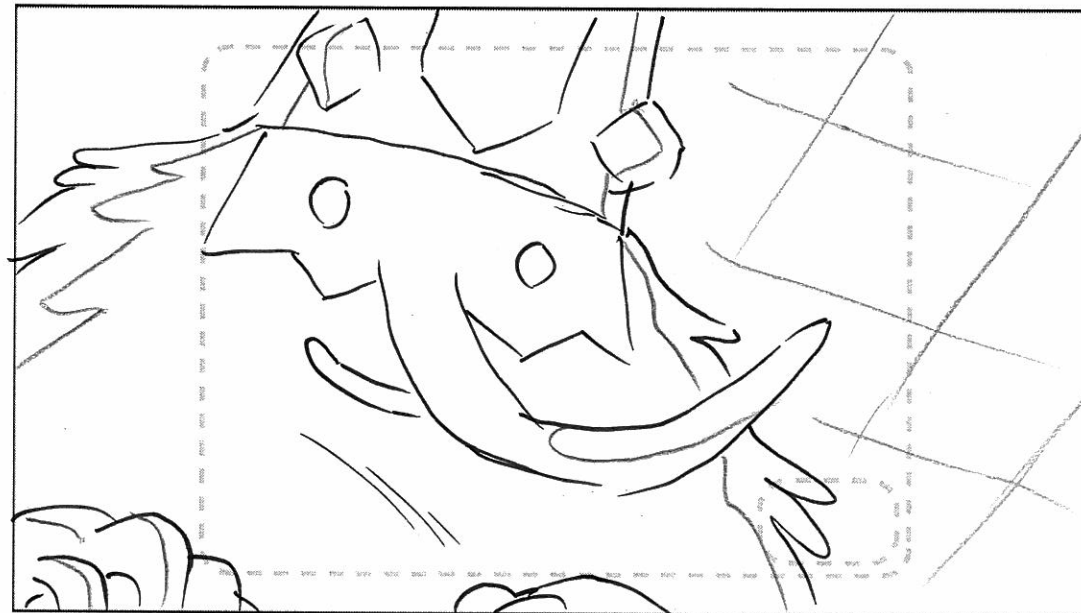


Page 155

Sc. 100 Pnl. A Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:

- BEAT -

(I.K.)

Great cuz I've got something I've been meaning to ask you.

Action:

Timing:

Production :

EPISODE #

1014-107

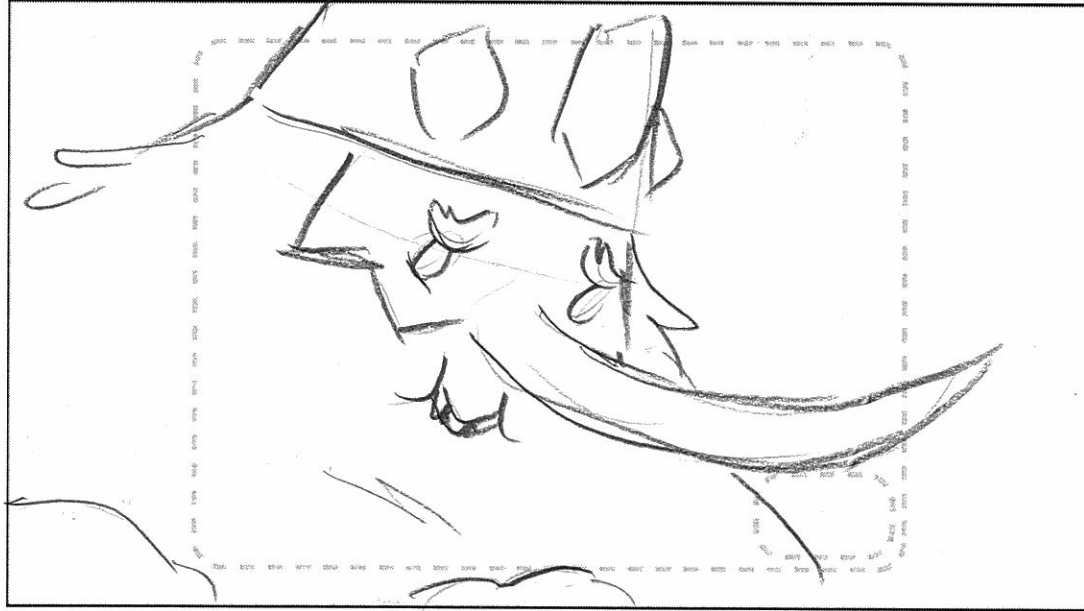
C5

ADVENTURE TIME

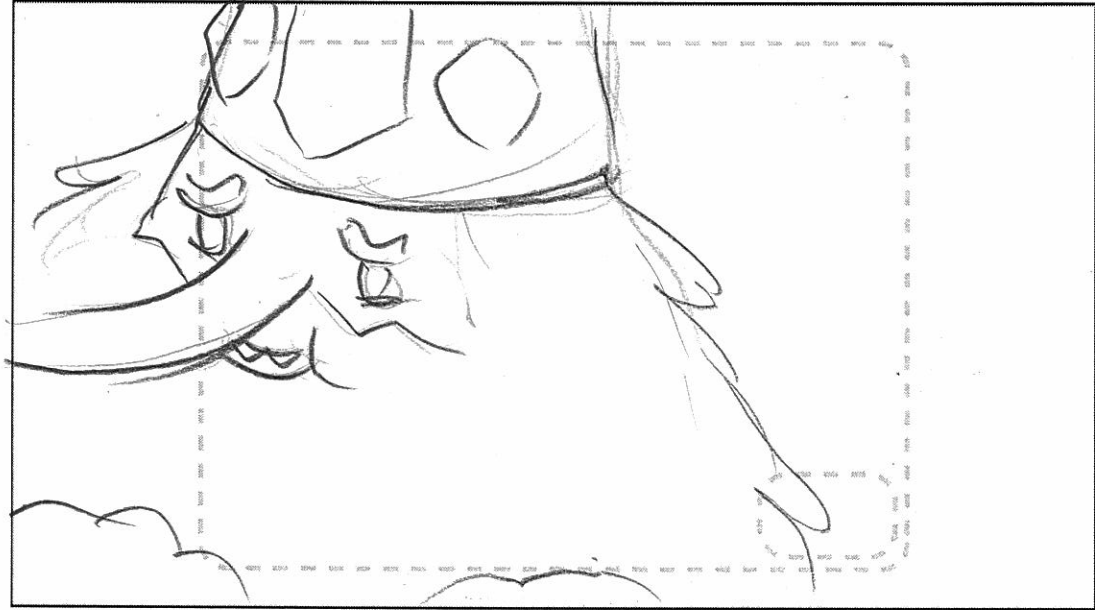


Page 155A

Sc. 101 Pnl. B Bg. day night



Sc. 101 Pnl. C Bg. day night



Dialog:

(1K) well..um..

(1K) um.. hee hee..

Action:

Timing:

EPISODE # 1014-107

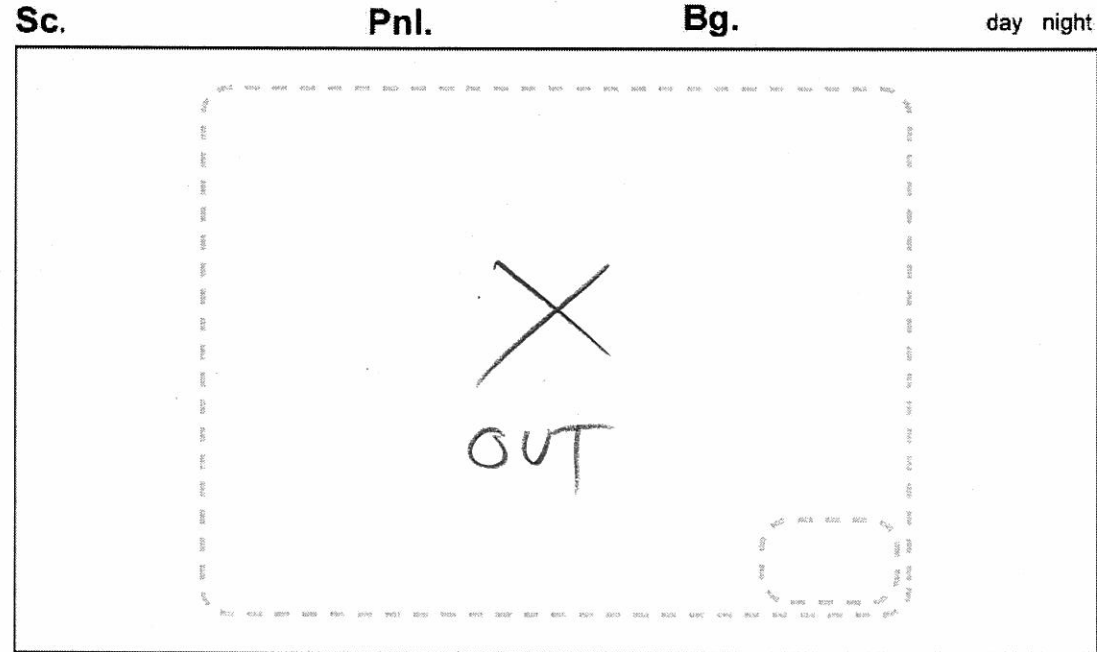
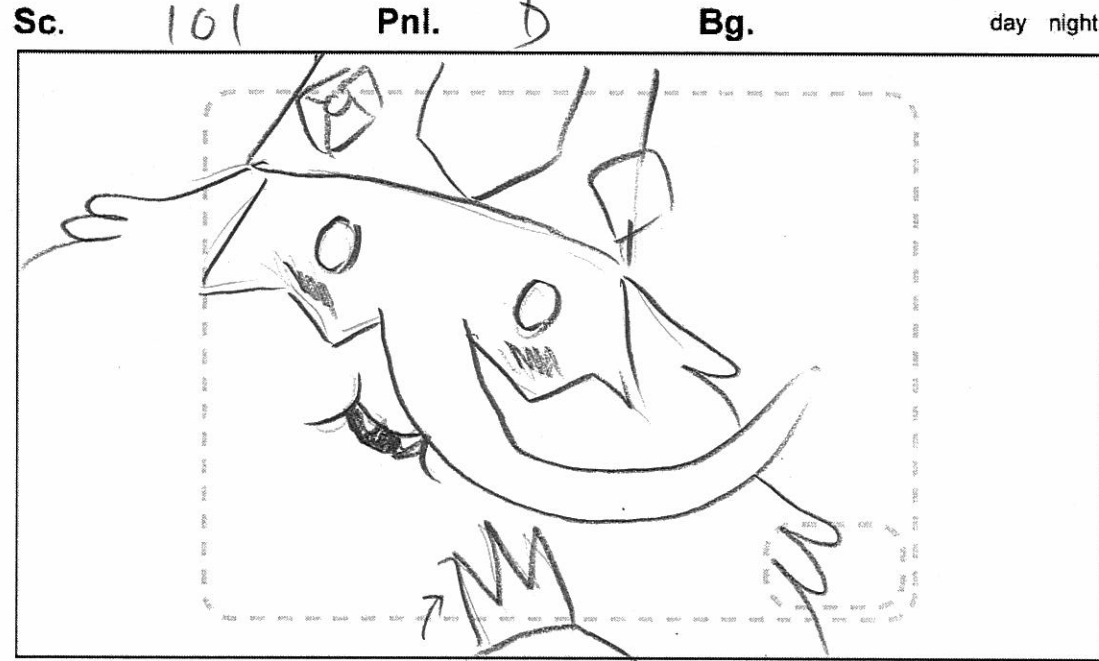
Production :

B39

ADVENTURE TIME



Page 155B



Dialog:	<u>(1k) um... will...</u>
Action:	
Timing:	

EPISODE #
1014-107

Production :

ADVENTURE TIME

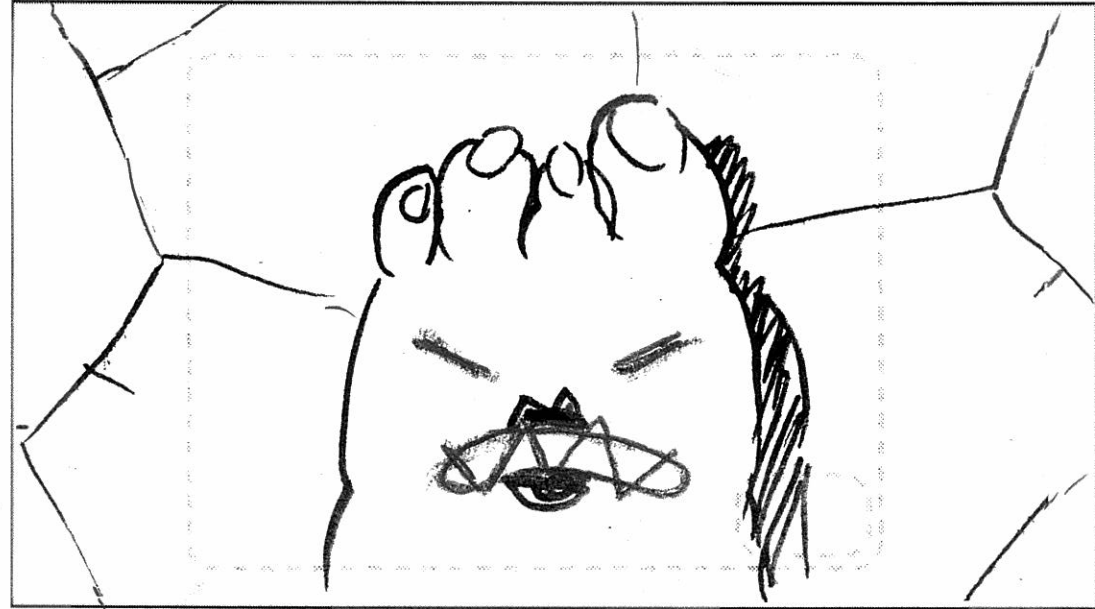


Page 156

Sc. 101 Pnl. E Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:

(I.K.)

WILL YOU
MARRY ME?!

Action:

Timing:

EPISODE # 1014-107

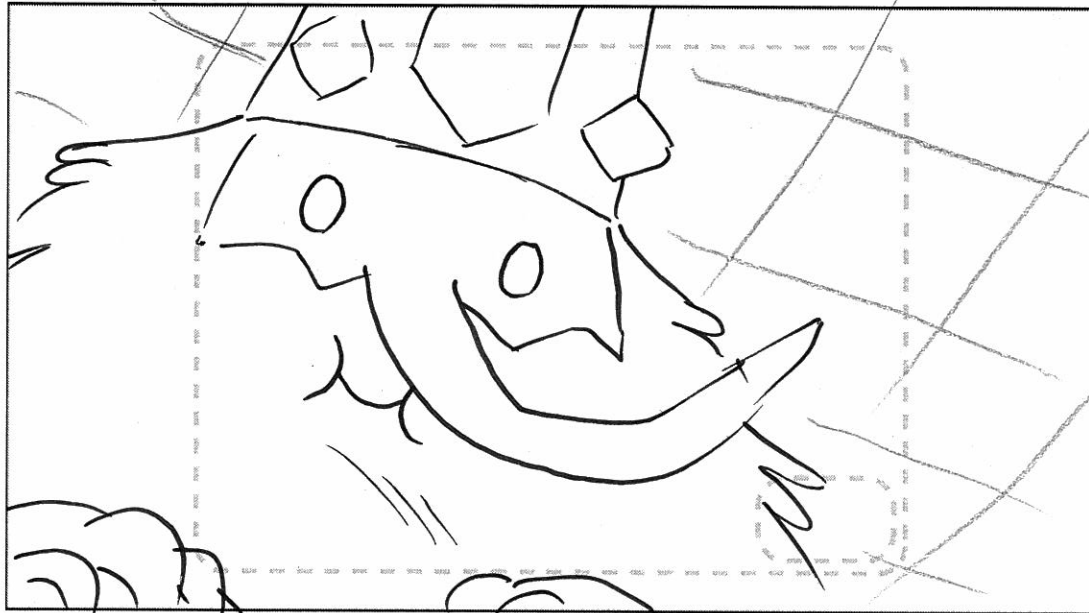
Production :

56

ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. 103 Pnl. B Bg. day night



Dialog:

- BEAT -

(I.K.) OH YAY!

Action:

Timing:

EPISODE # 1014-107

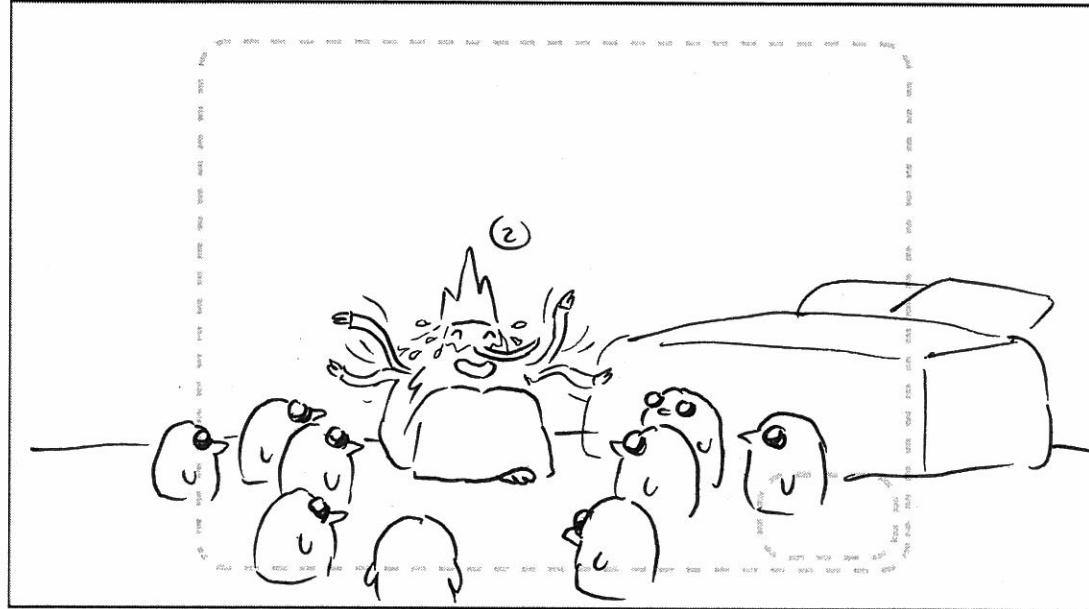
Production :

C7

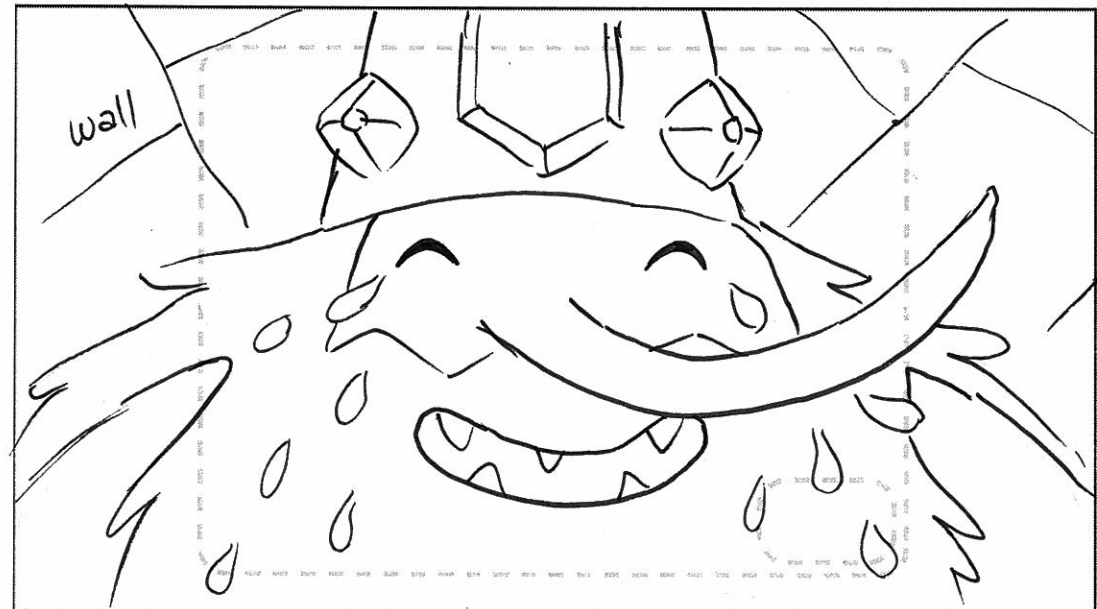
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog: (1.k.) (2) Oh hee hee!
Oh I'm so
happy!



Action:

(1.k.) After all these years,
I never gave up hope -

Timing:

1014-107

EPISODE #

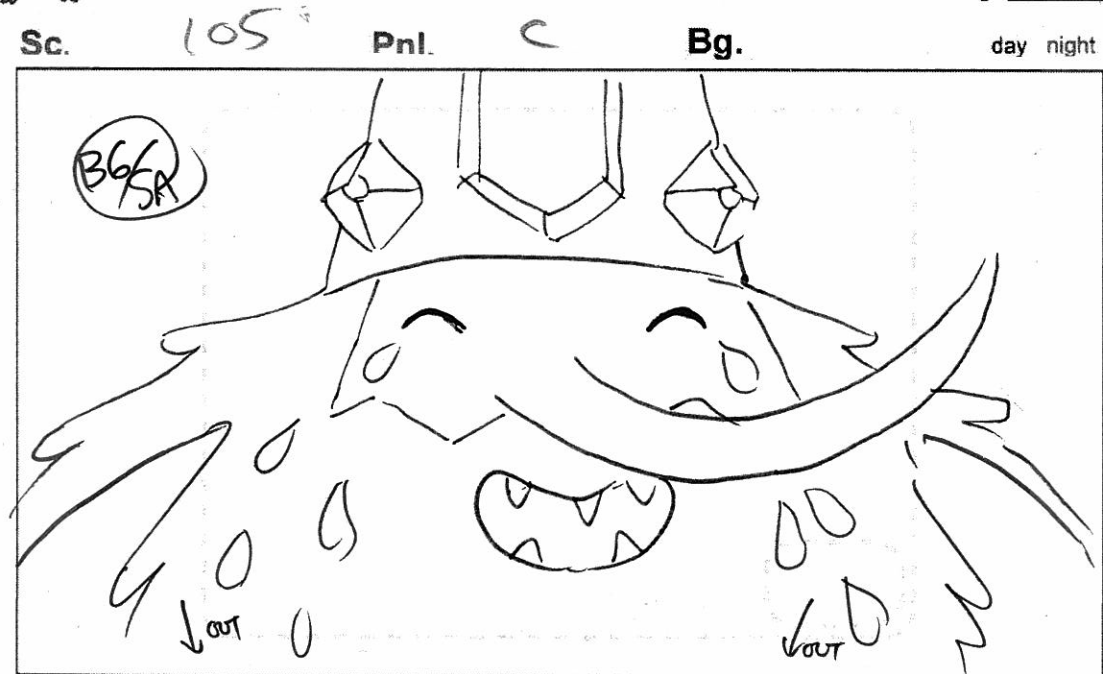
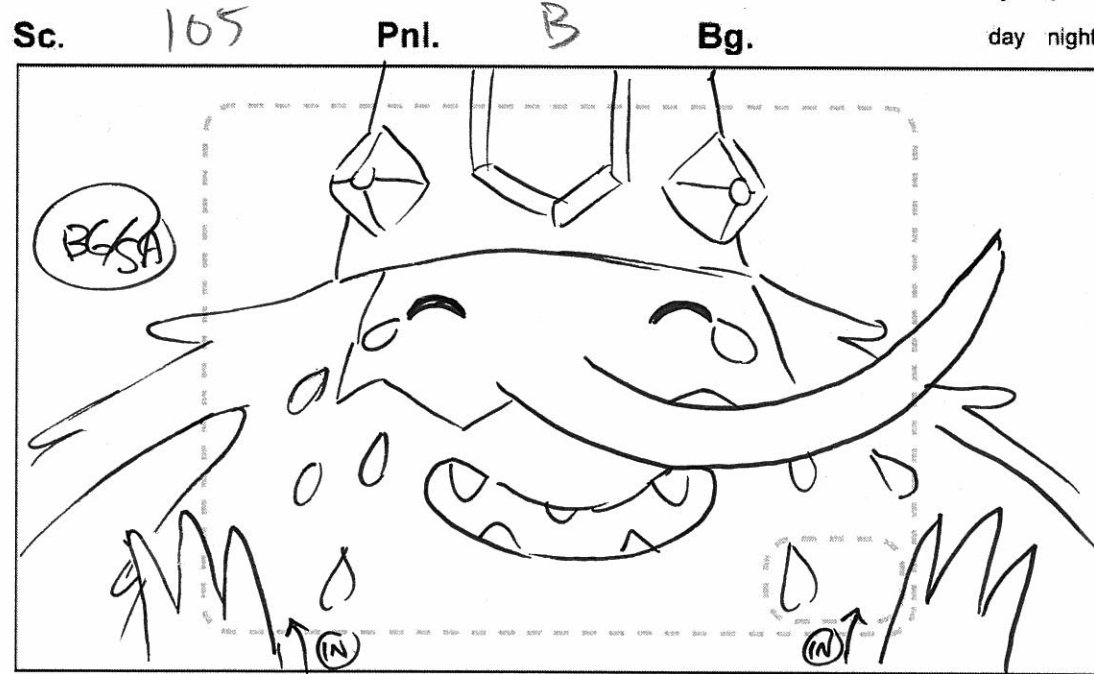
08

Production :

ADVENTURE TIME



Page 159



Dialog:

(I.K.) And now it's real!
Oh! Ha ha!

(I.K.) Oh-ho ho - ha ha ha!

Action:

Timing:

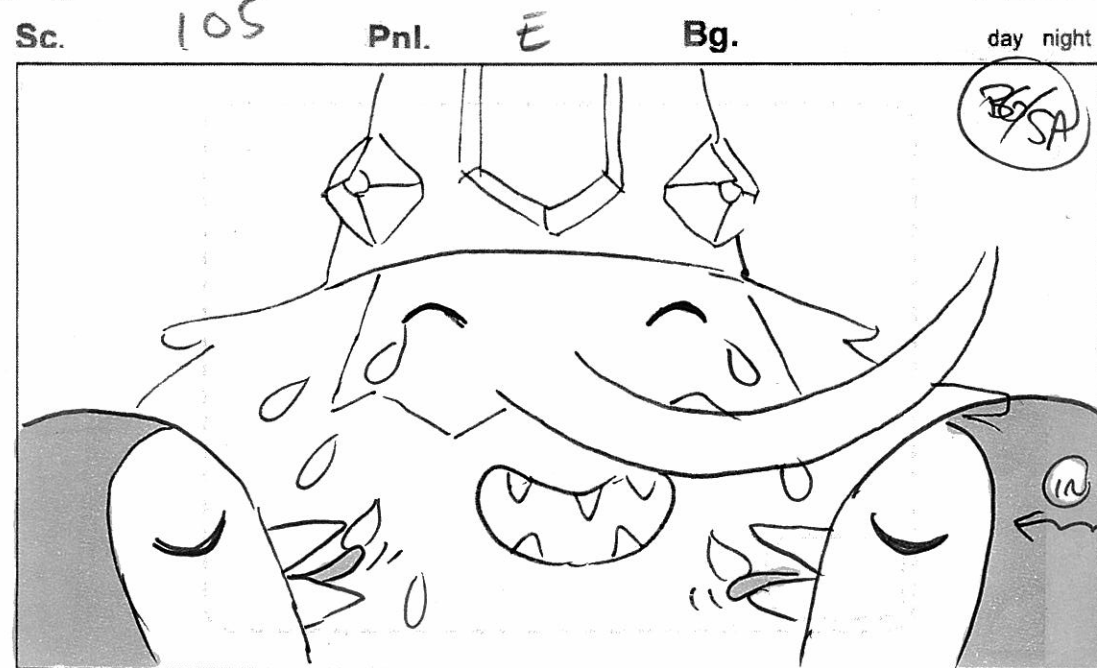
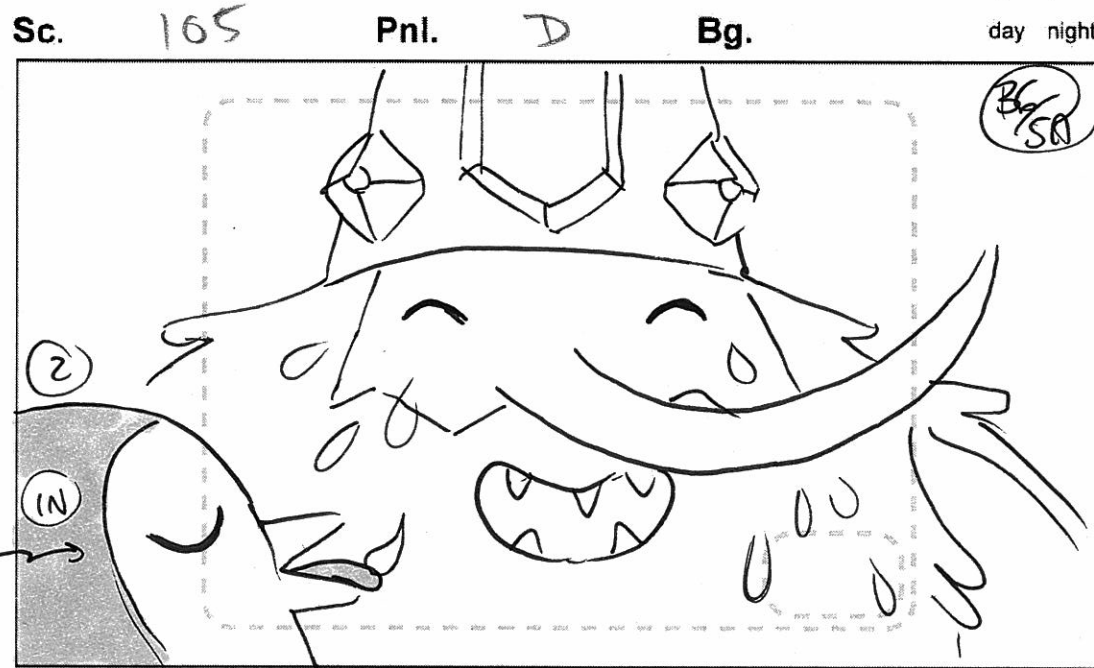
EPISODE # 1014-107

Production :

ADVENTURE TIME



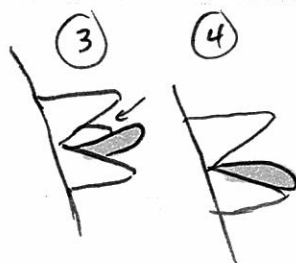
Page 160



Dialog:

(1.K) Ah h2 h2 h2 h2 h2
 PENGUINS: * lick lick lick lick *

Action: penguin
 licks a few
 times



penguins lick a few times

Timing:

EPISODE # 1014-107

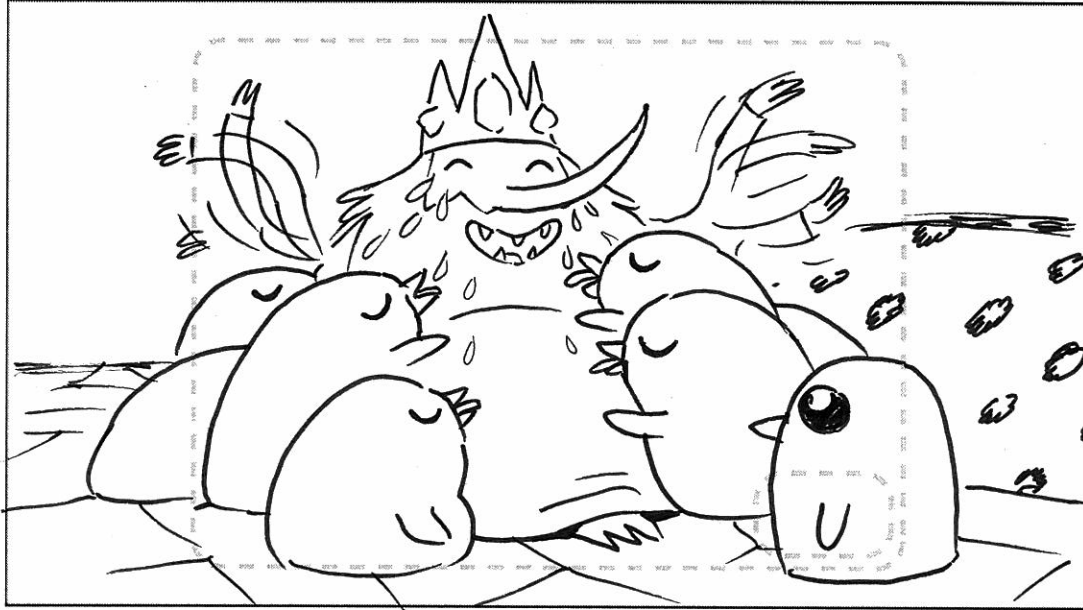
Production :

ADVENTURE TIME

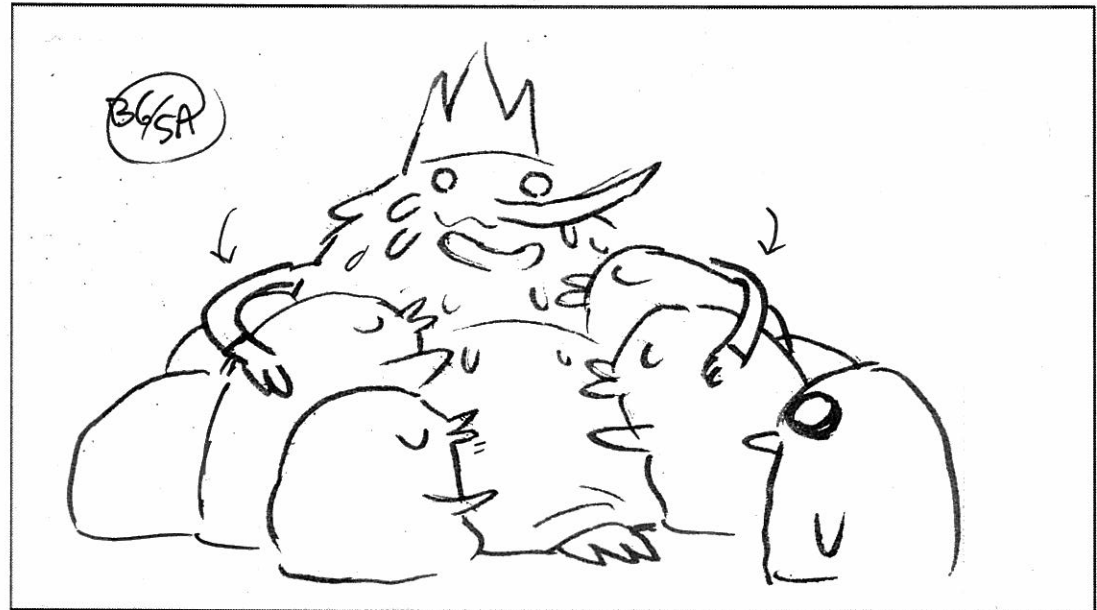


Page 161

Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog:

(I.K.) Yes Yes! Drink up
the tears →

(PENGUINS) * lick lick lick lick *

drink my
good-luck tears up!

Action:

penguins lick tears

Timing:

1014-107

EPISODE #

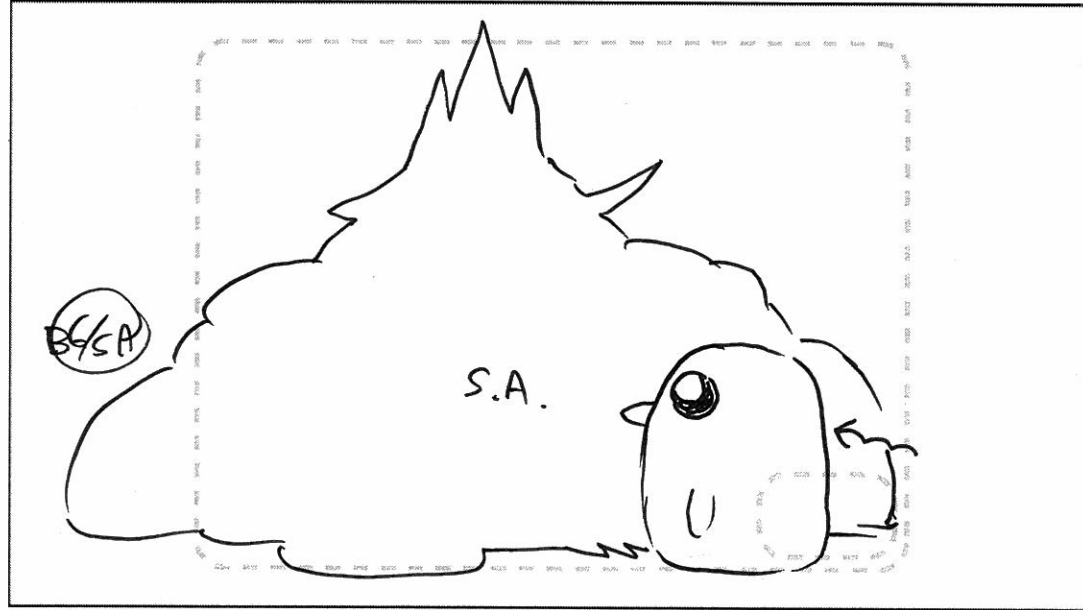
Production :

ADVENTURE TIME



Page 162

Sc. 106 Pnl. C Bg. day night



Sc. 106 Pnl. D Bg. day night



Dialog:

(I.K.) No NOT YOU GUNTER!

Action:

Gunter walks toward ice king

I.K. Smacks Gunter

Timing:

1014-107

EPISODE #

C12

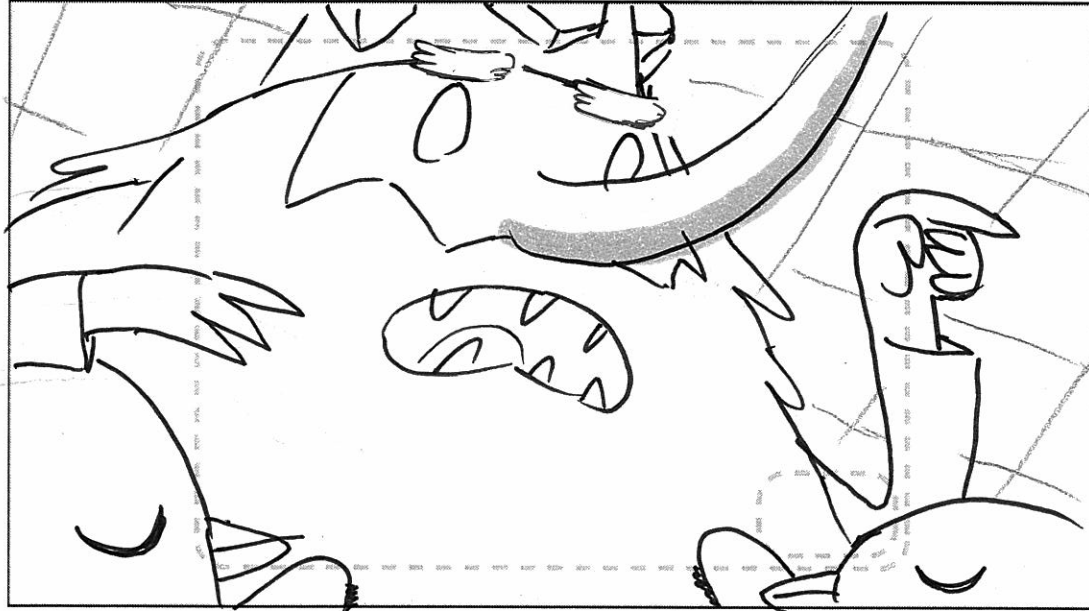
Production :

ADVENTURE TIME

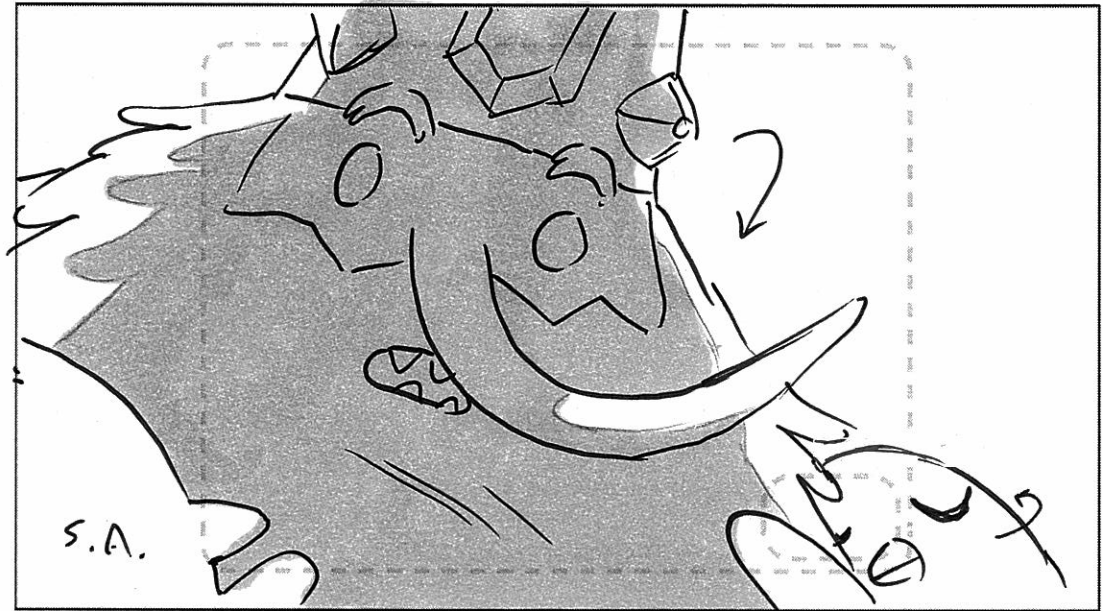


Page 163

Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog:

(I.K.) You're on a low salt diet.

(IK) Huh? Whu? what's that dear?

Action:

Timing:

1014-107

EPISODE #

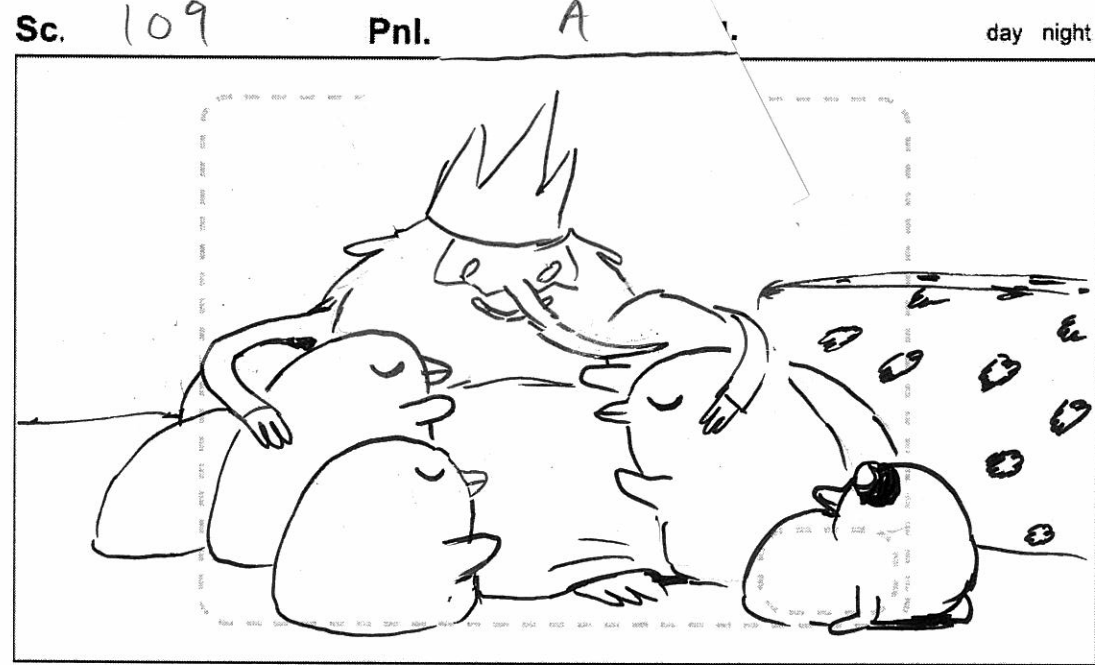
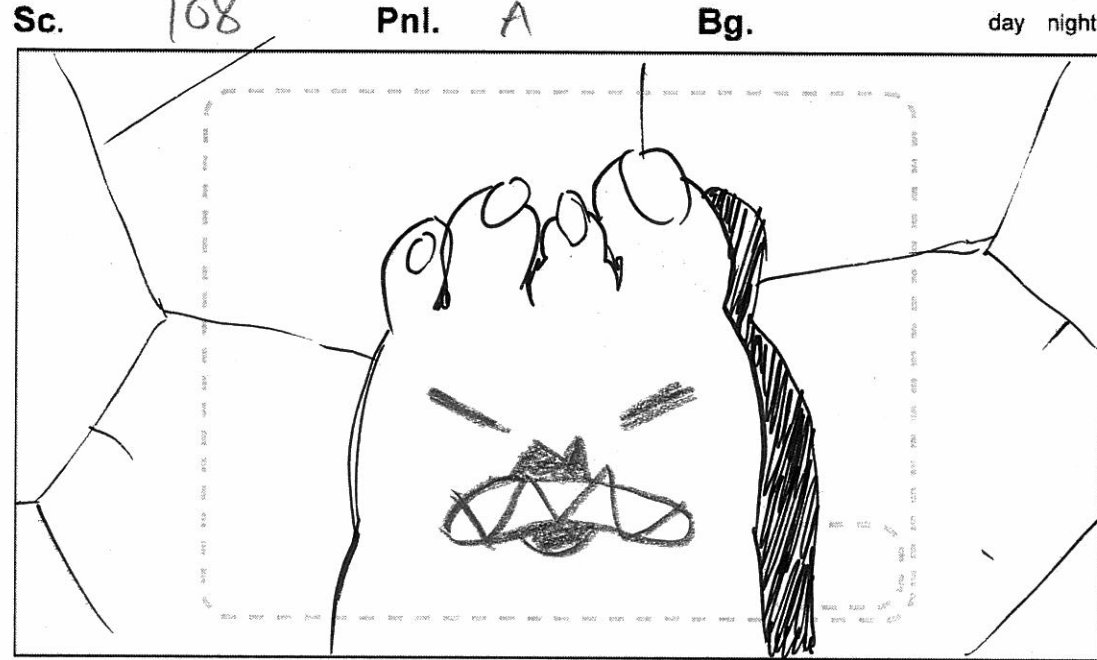
Production :

C13

ADVENTURE TIME



Page 164



Dialog:

(IK) Oh no- don't worry
about them -

Action:

Timing:

EPISODE #
1014-107

Production :

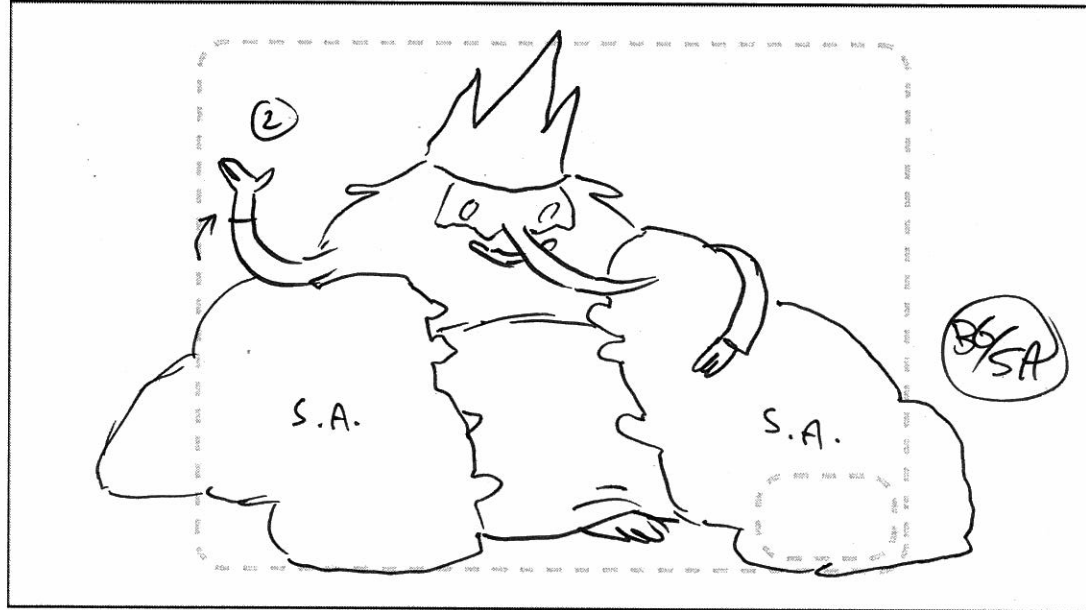
c/4

ADVENTURE TIME

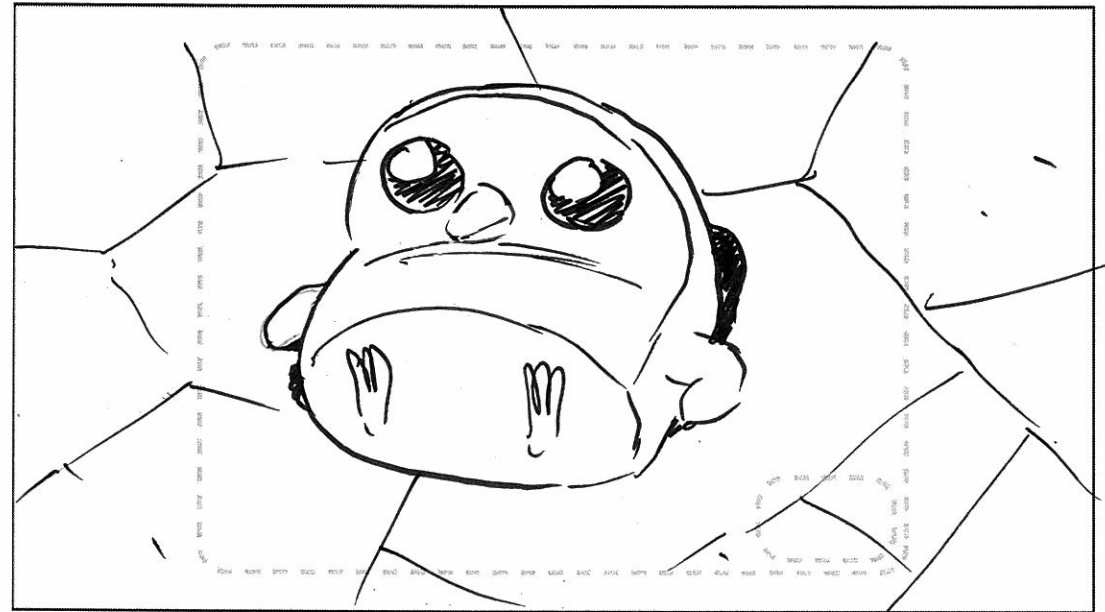


Page 165

Sc. 109 Pnl. B Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog: (1K) As soon as they turn 18
I'm going to wall them
up in the basement →

and turn their bedroom
into a boxing ring.

Action: ARM (1)(2)(1)

Timing:



EPISODE #

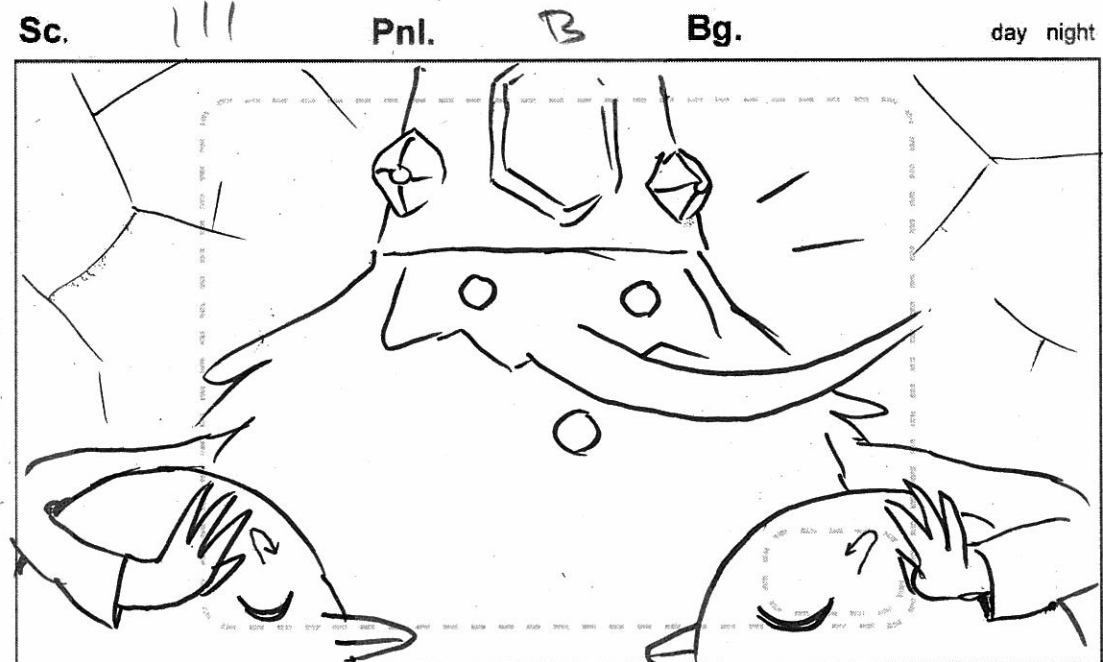
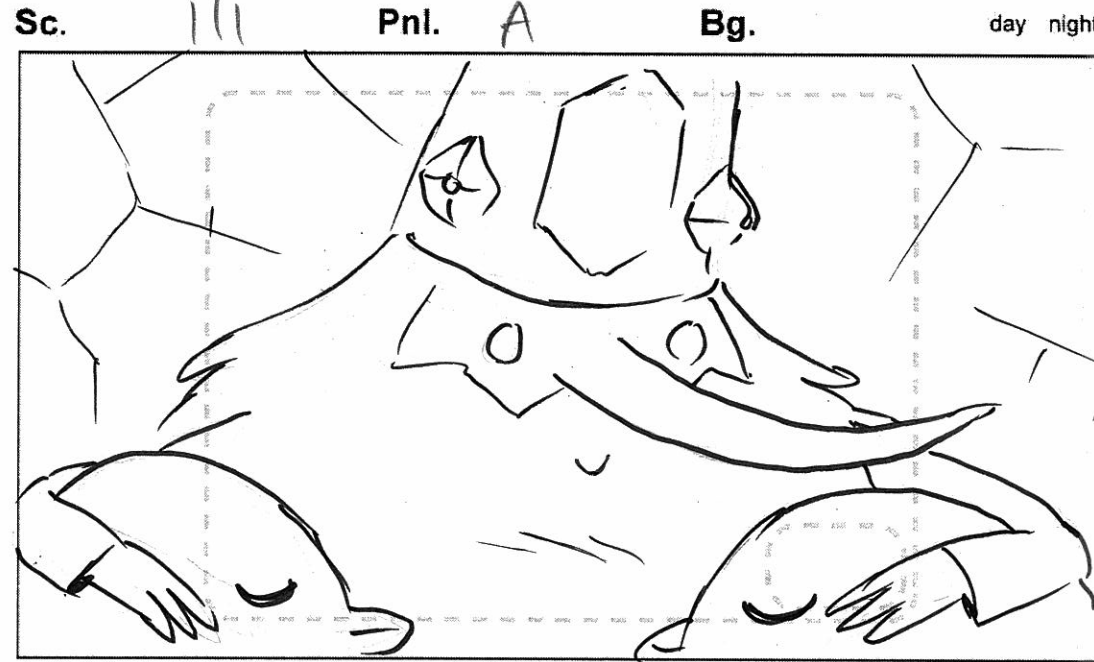
C15

Production :

ADVENTURE TIME



Page 166



Dialog:

(Ik) Oh! That reminds me -
I almost forgot

Action:

hands go up then back down

Timing:

EPISODE #

1014-107

Production :

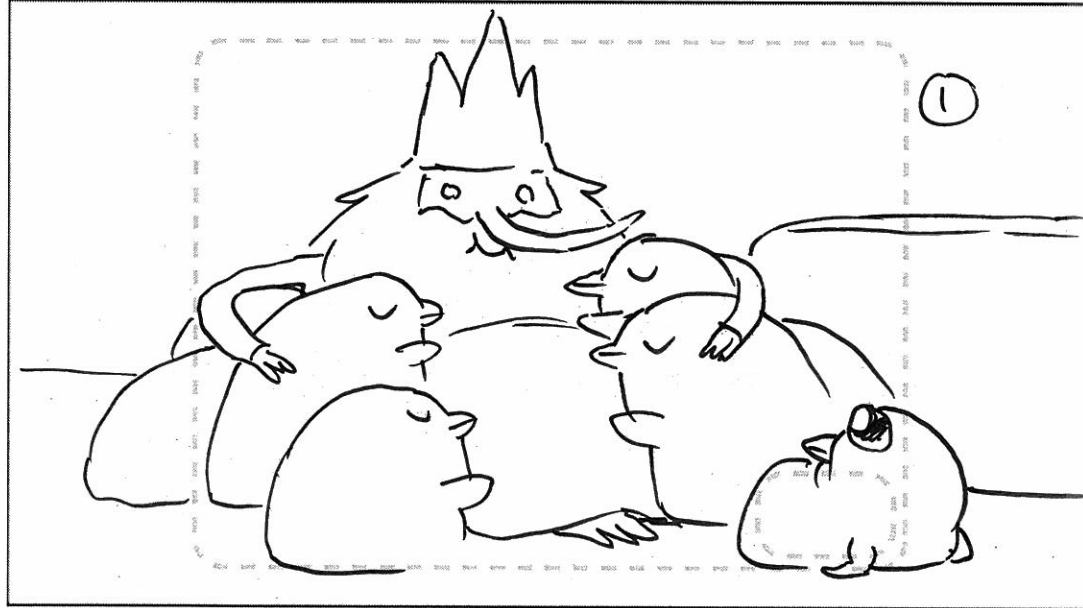
CL6

ADVENTURE TIME

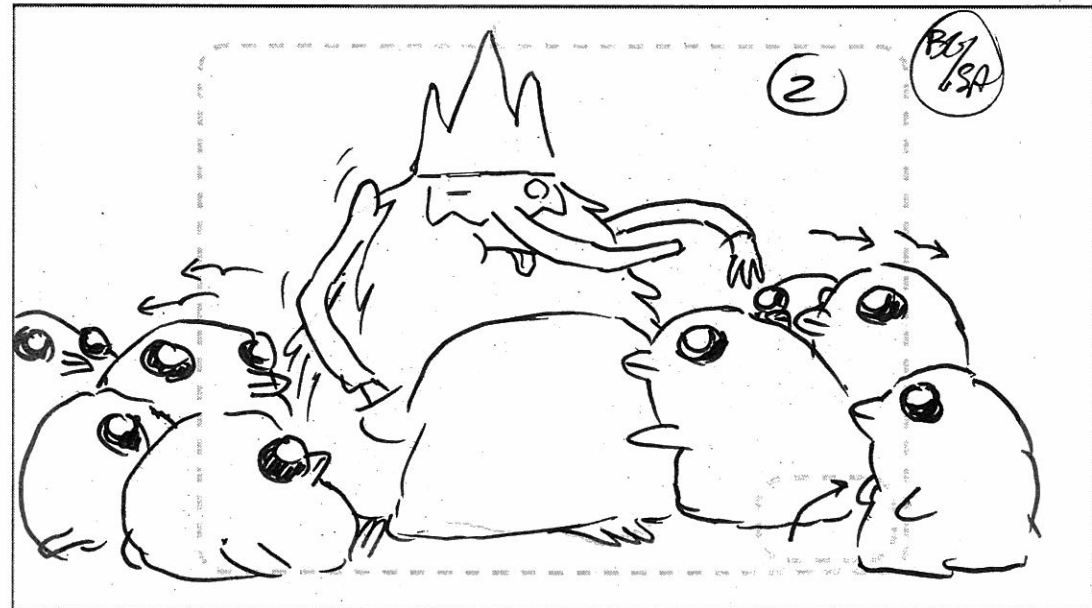


Page 167

Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



Dialog:

(I.k.) mm- mmf- hm -

Action:

Ice King digs around in pocket

Timing:

EPISODE #

1014-107

Production :

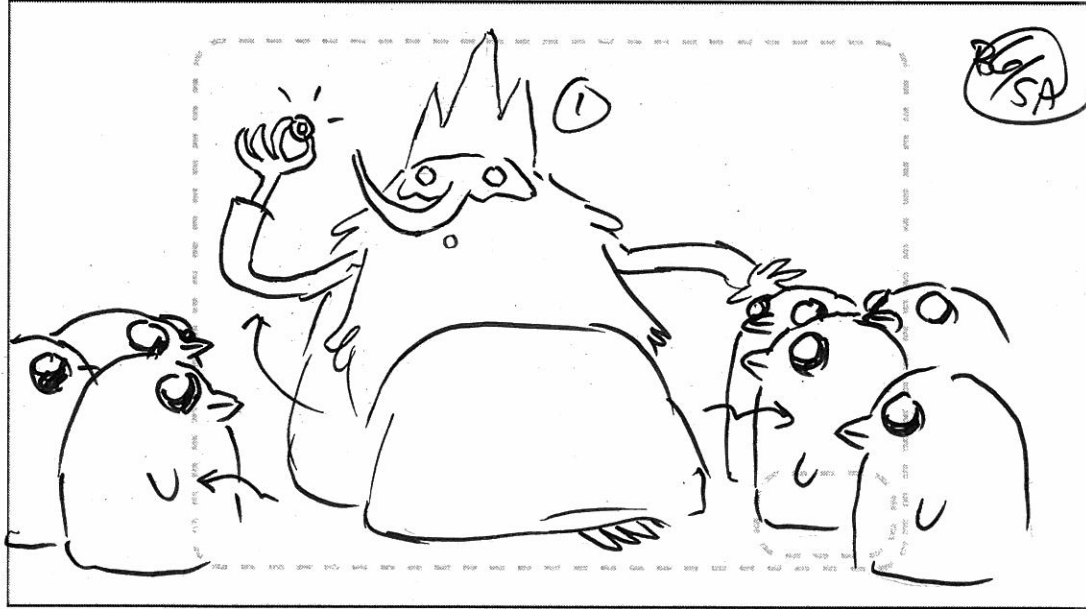
C17

ADVENTURE TIME



Page 168

Sc. 112 Pnl. C Bg. day night



Sc. 112 Pnl. D Bg. day night



Dialog:

(I.K.) ① ♪ do-do-do-do ♪ ②

(I.K.) it's a "wife ring".

Action:

Timing:



1014-107

EPISODE #

Production :

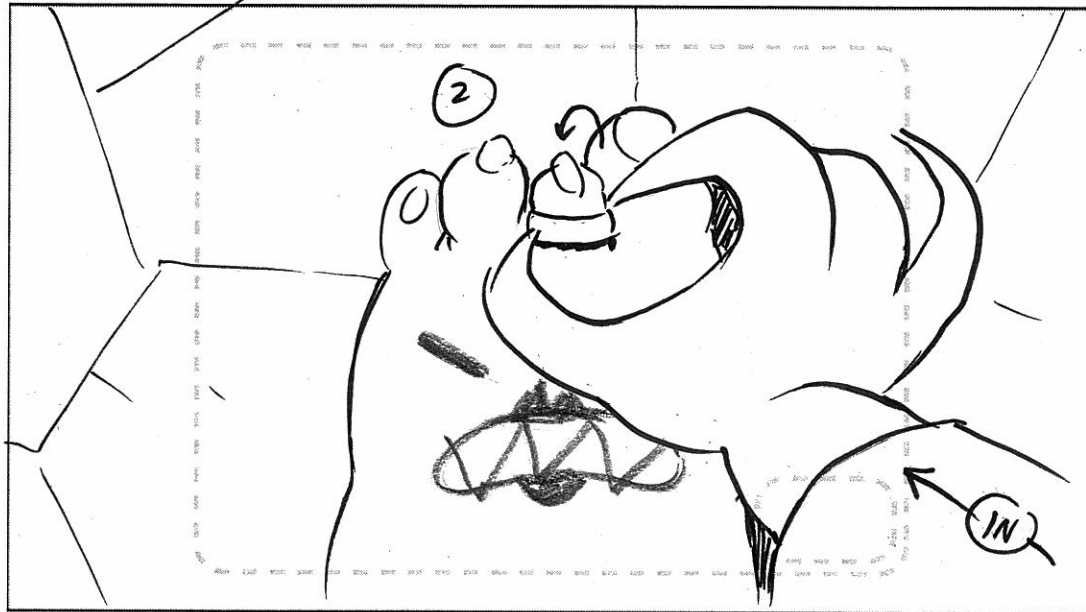
C/8

ADVENTURE TIME

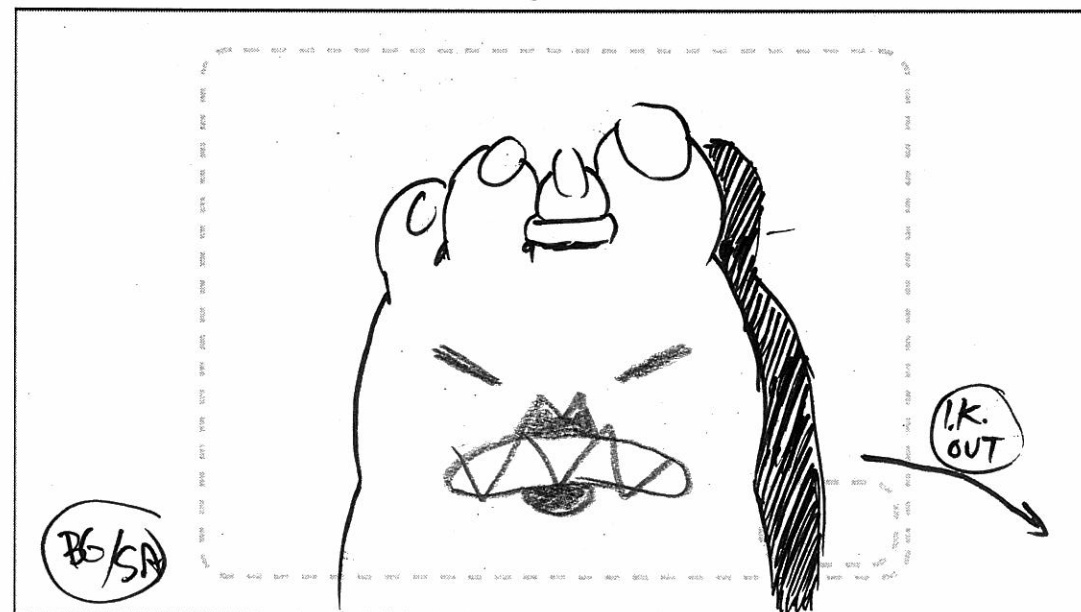


Page 169

Sc. 113 Pnl. A Bg. day night



Sc. 113 Pnl. B Bg. day night



Dialog:

Action:

Timing:



I.K. O.S. wheee!

Production :

EPISODE #

1014-107

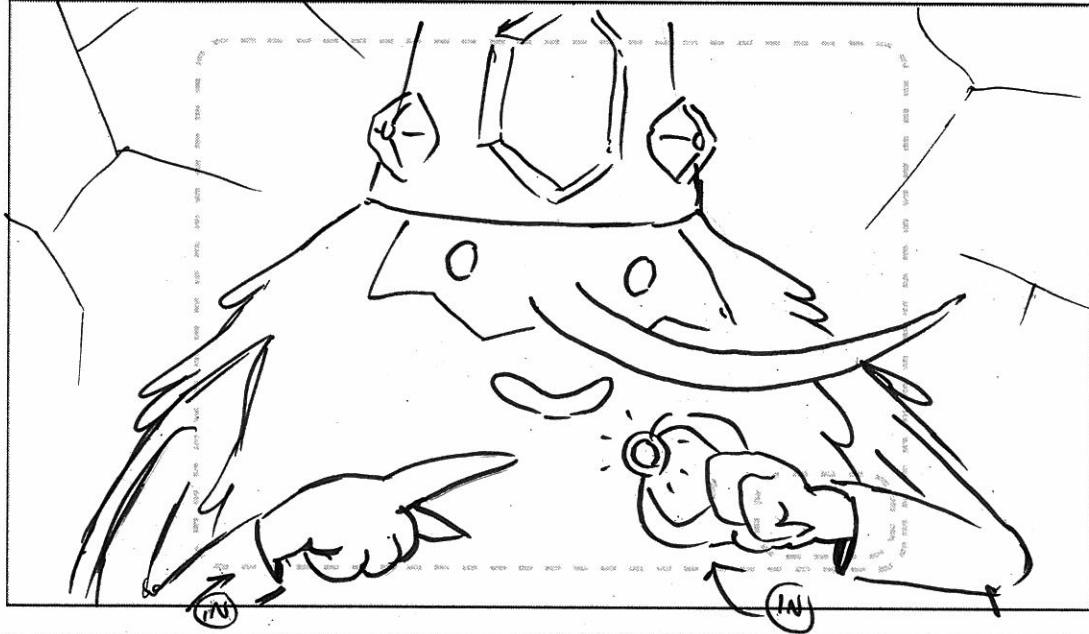
C/9

ADVENTURE TIME

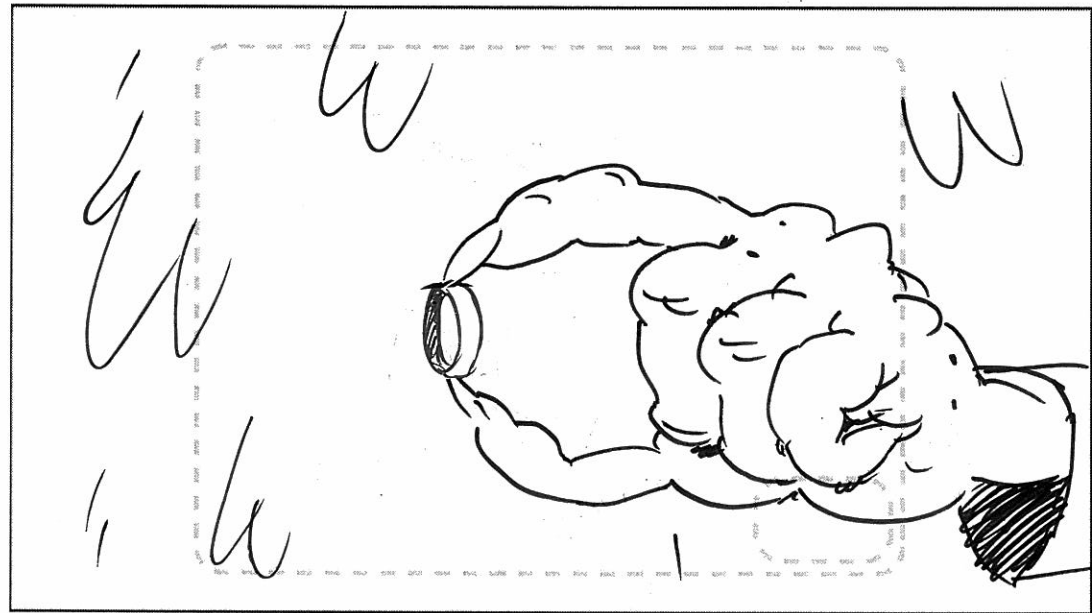


Page 170

Sc. 114 Pnl. A Bg. day night



Sc. 115 Pnl. A Bg. day night



Dialog:

(Ik:) This one's for me:
I'm the husband.

Action:

Timing:

* let's not
design these hands
TO BE overly grotesque.
like rrr/stimpy...

EPISODE # 1014-107

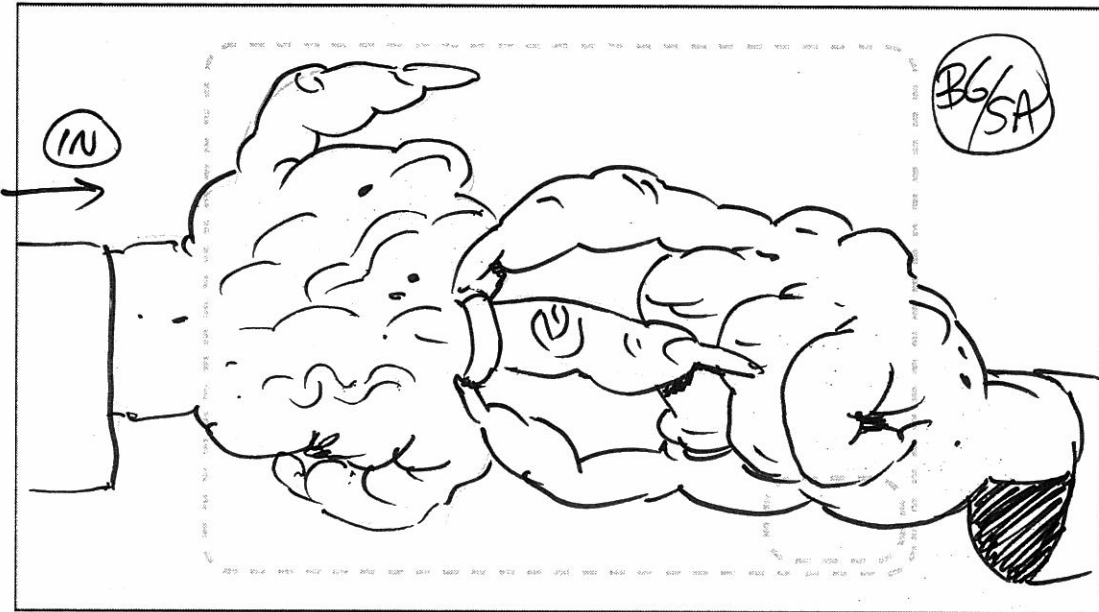
Production :

ADVENTURE TIME

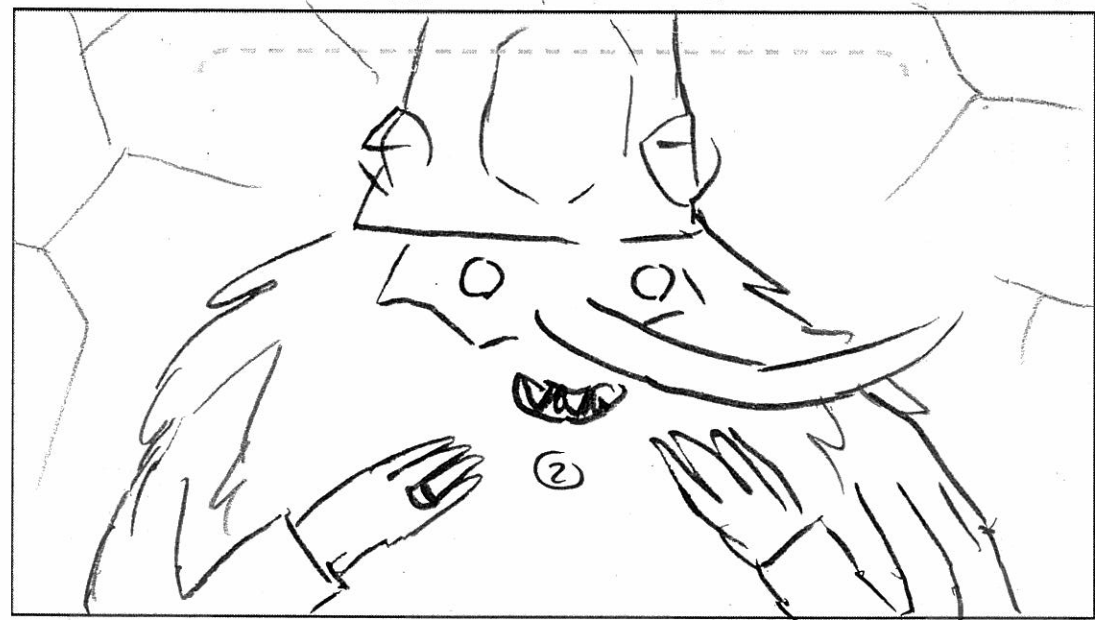


Page 171

Sc. 115 Pnl. B Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog:

SFX: gross sound

(l.k.) That means I get the remote control 3 days a week,

Action:

Timing:



Production :

EPISODE #

1014-107

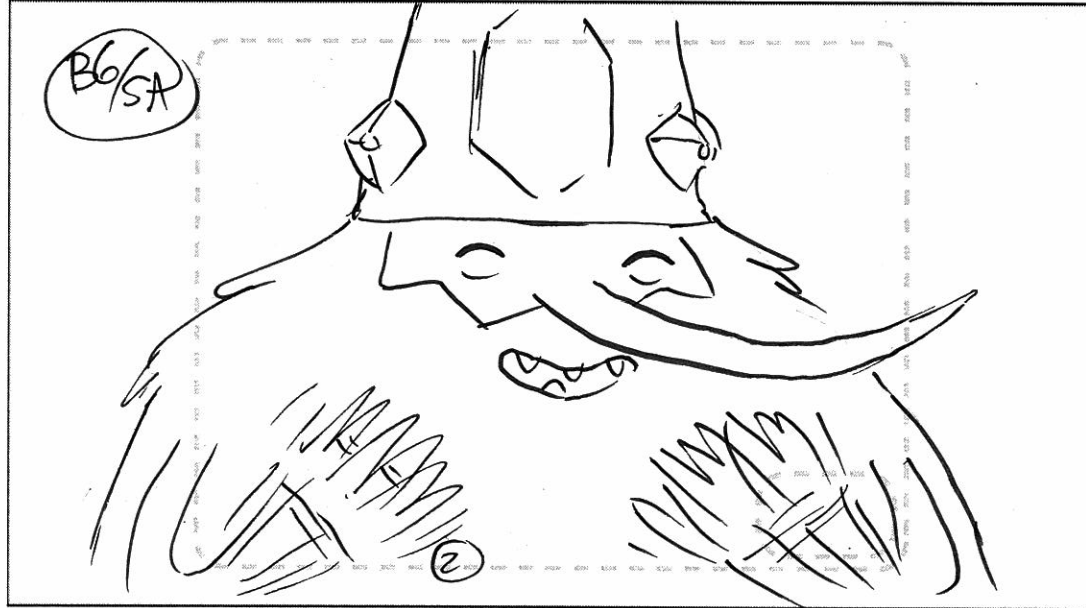
121

ADVENTURE TIME

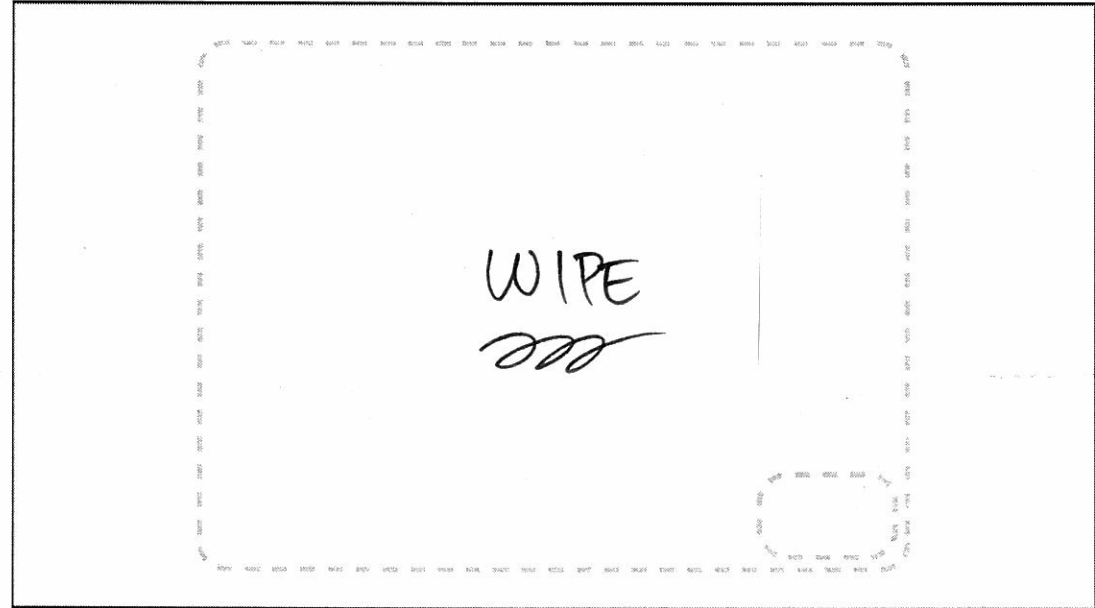


Page 172

Sc. 116 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: ①.k. ① and you get it 4!!
② Hee hee hee hee hee!

Action:



Timing:

EPISODE #

1014-107

C 22

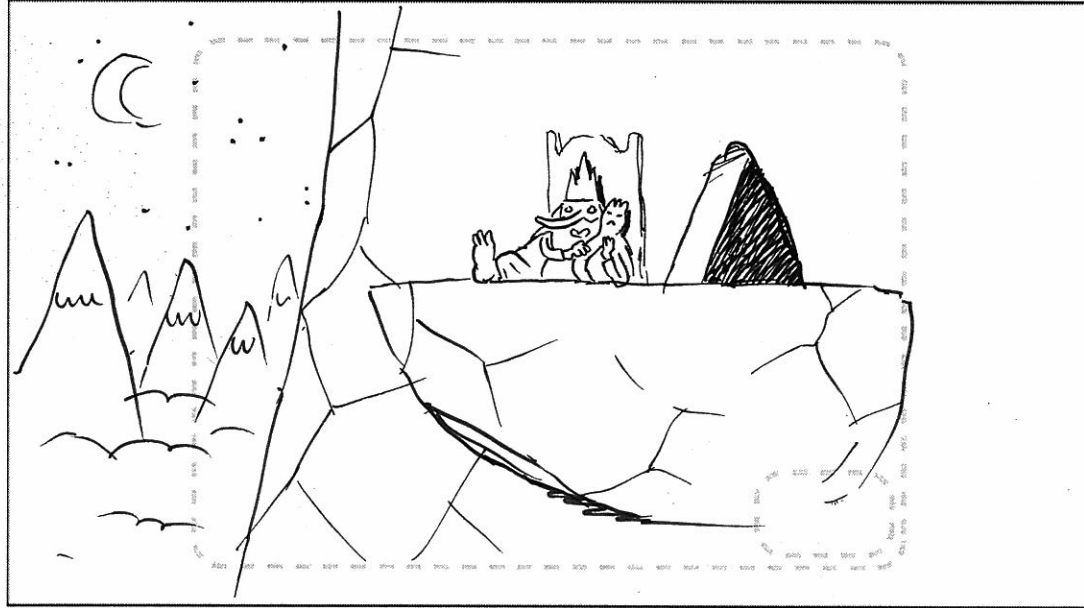
Production :

ADVENTURE TIME

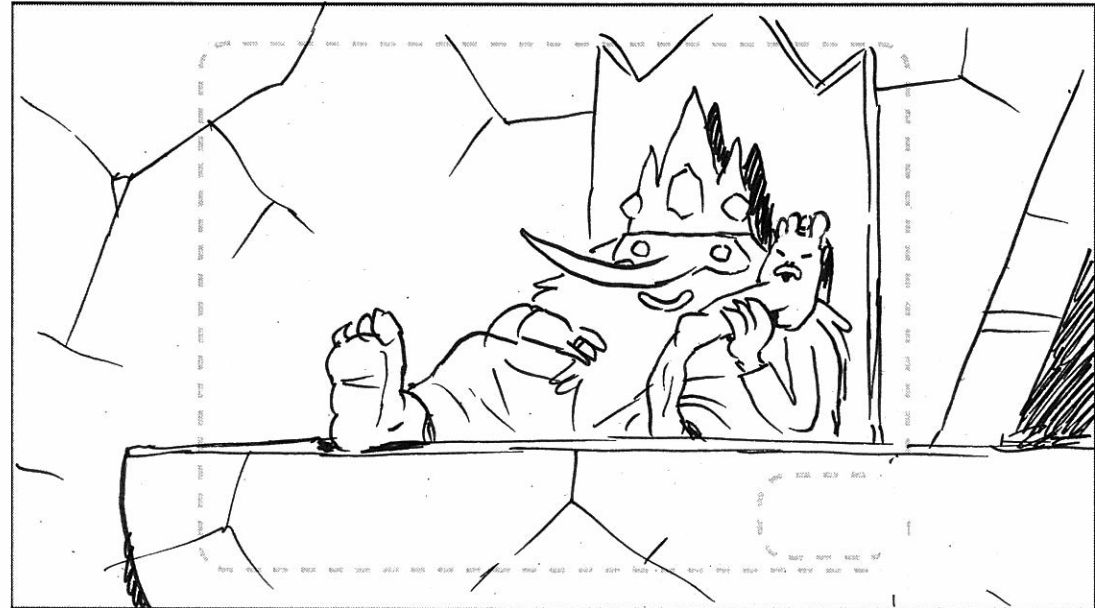


Page 173

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:

(I.K.) Oh sweetie, this is bliss...

Action:

Timing:

(I.K.) it feels so math to finally be normal.

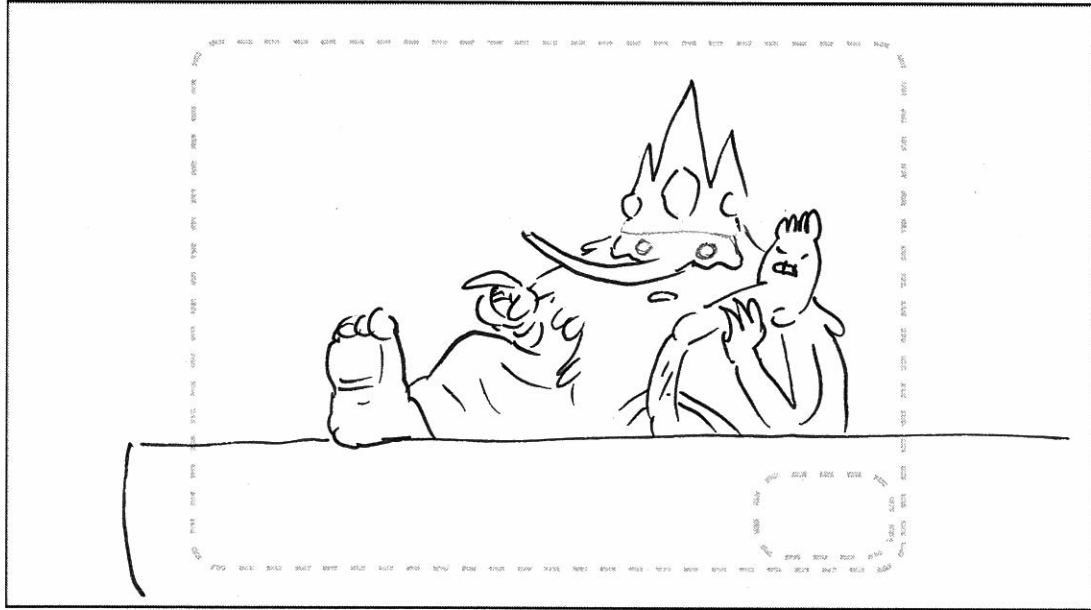
EPISODE # 1014-107

Production :

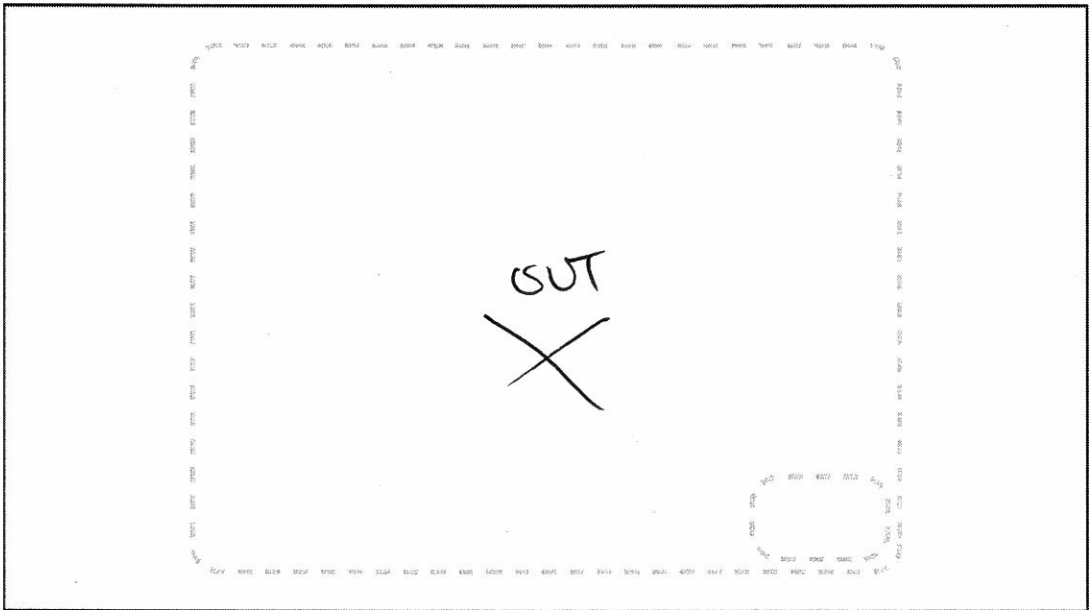
ADVENTURE TIME



Sc. 118 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(I.K.) Not like those two freaks
Action:	
Timing:	

EPISODE # 1014-107

C23.5

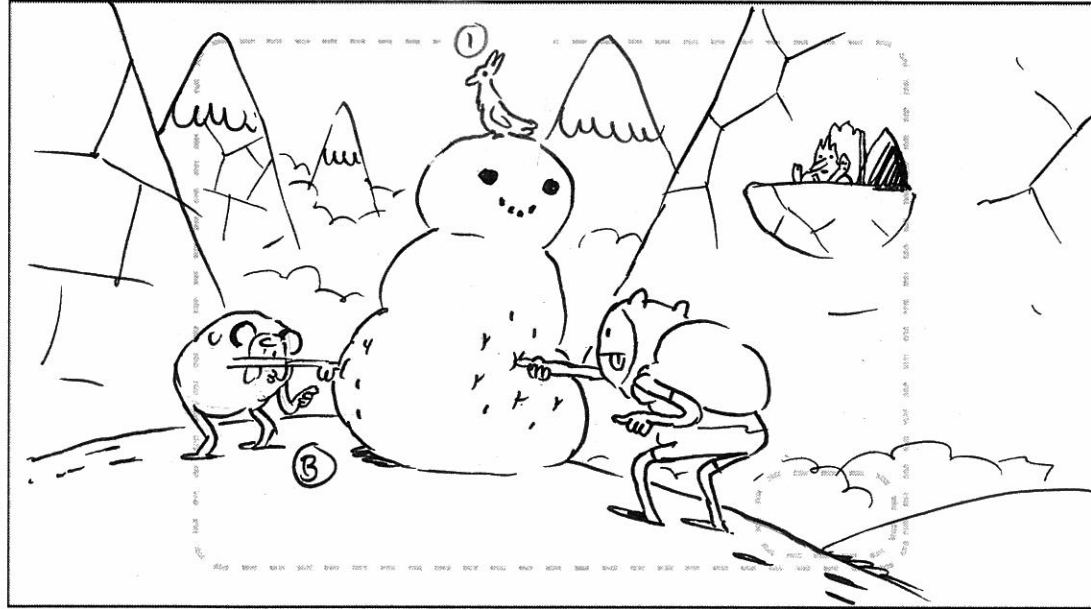
Production :

ADVENTURE TIME

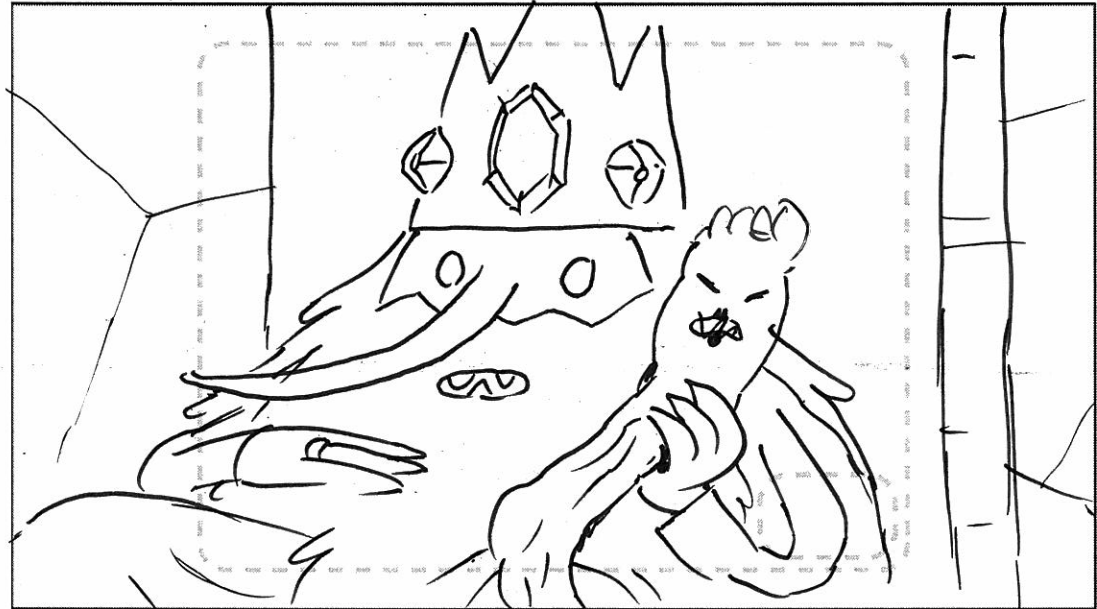


Page 175

Sc. 119 Pnl. A Bg. day night



Sc. 120 Pnl. A Bg. day night

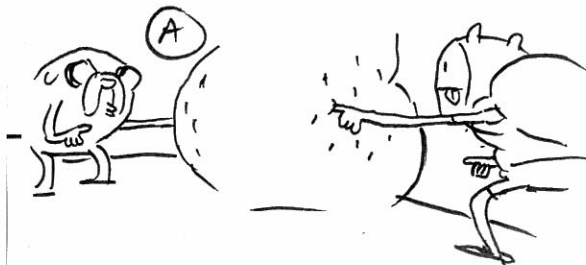


Dialog: (I.K.) (to self) what are they doing?
Yeesh...

(I.K.) Anyway ... I ...

Action: (F+J) (A) (B) (A) (B) etc.

Tim



EPISODE # 1014-107

Production :

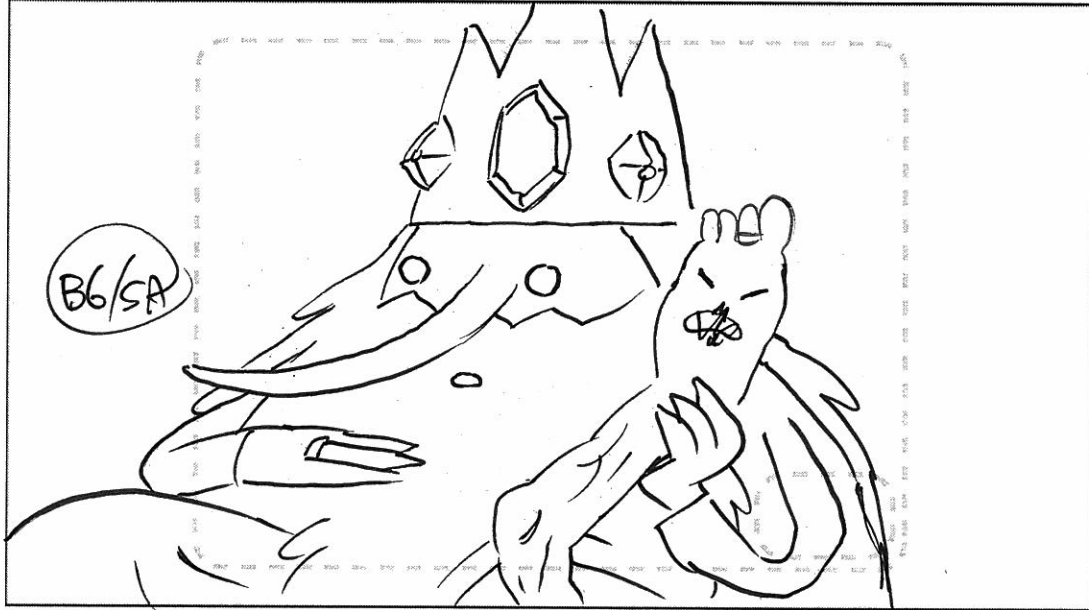
C24

ADVENTURE TIME

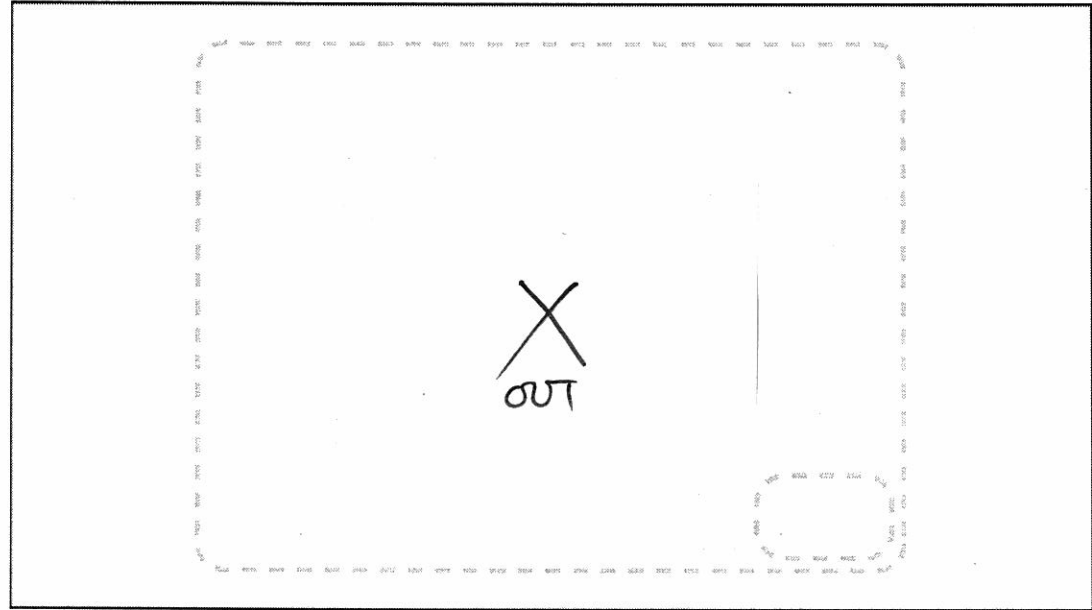


Page 176

Sc. 120 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Oh... who's that?

Action:

Timing:

1014-107

EPISODE #

Production :

522

ADVENTURE TIME



Page 177

Sc.

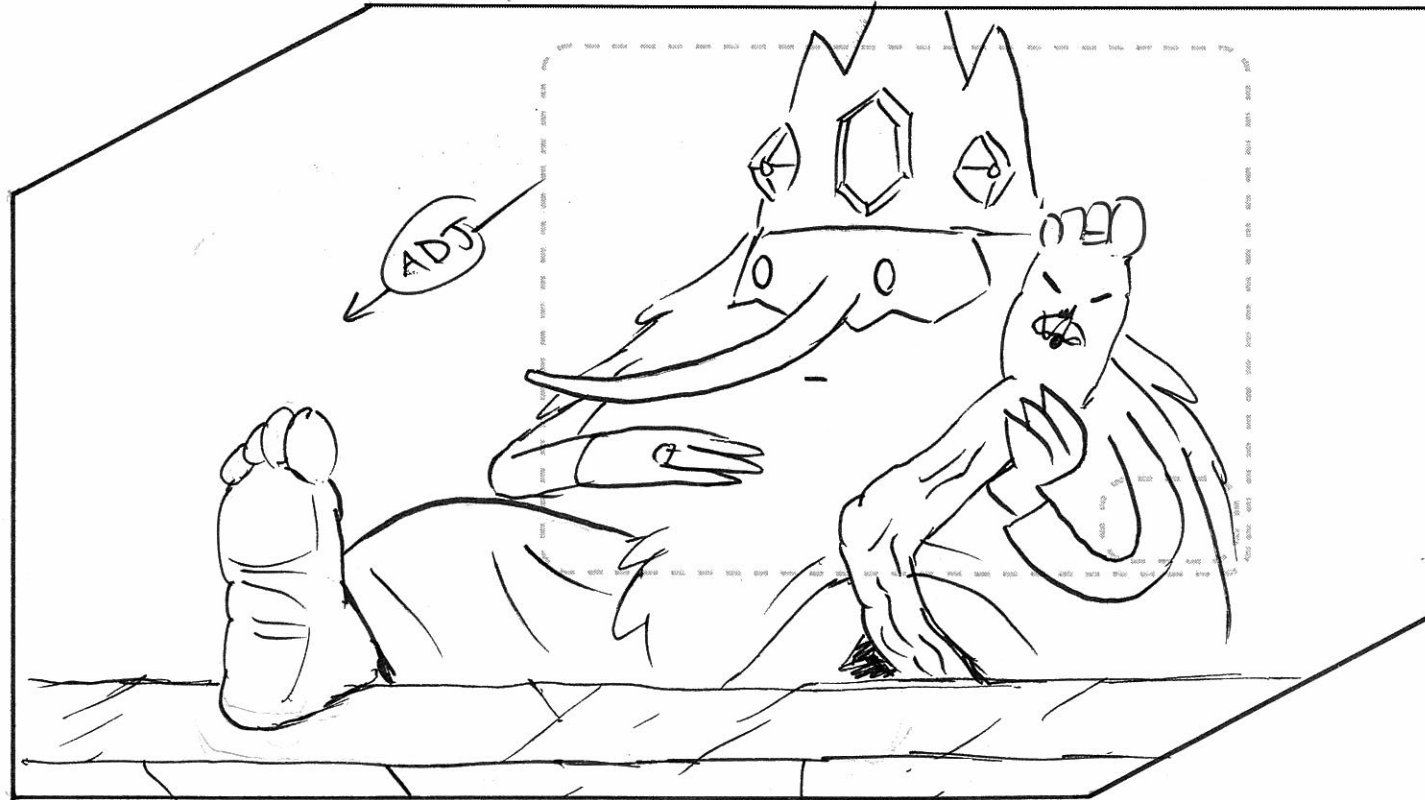
120

Pnl.

C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-107

C26

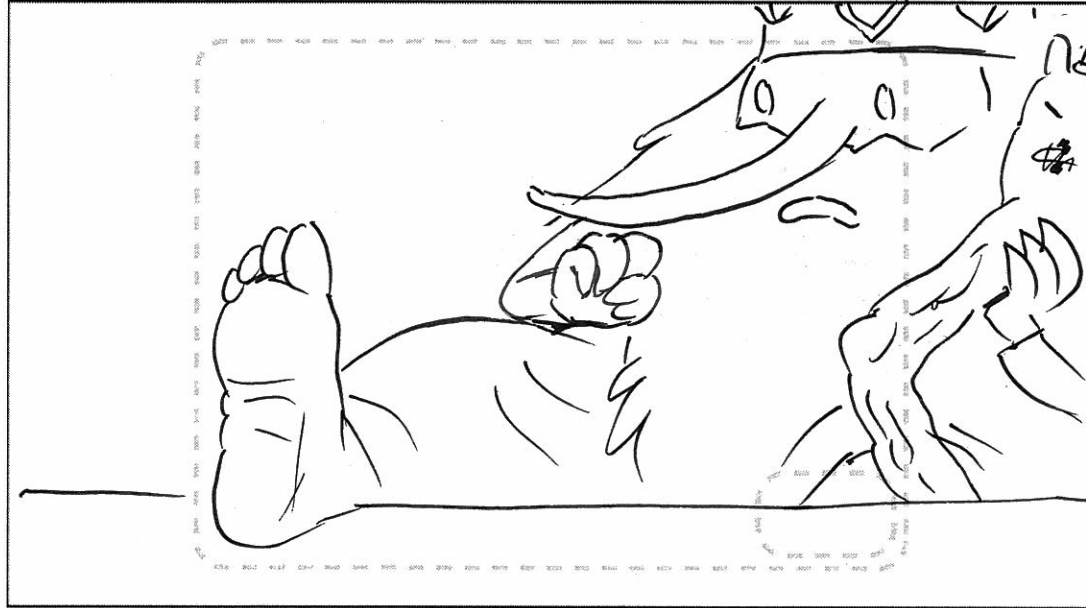
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ADVENTURE TIME



Page 178

Sc. 120 Pnl. D Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:

(l.k.:) um... hello... uh...

- BEAT -

Action:

Timing:

EPISODE # 1014-107

Production :

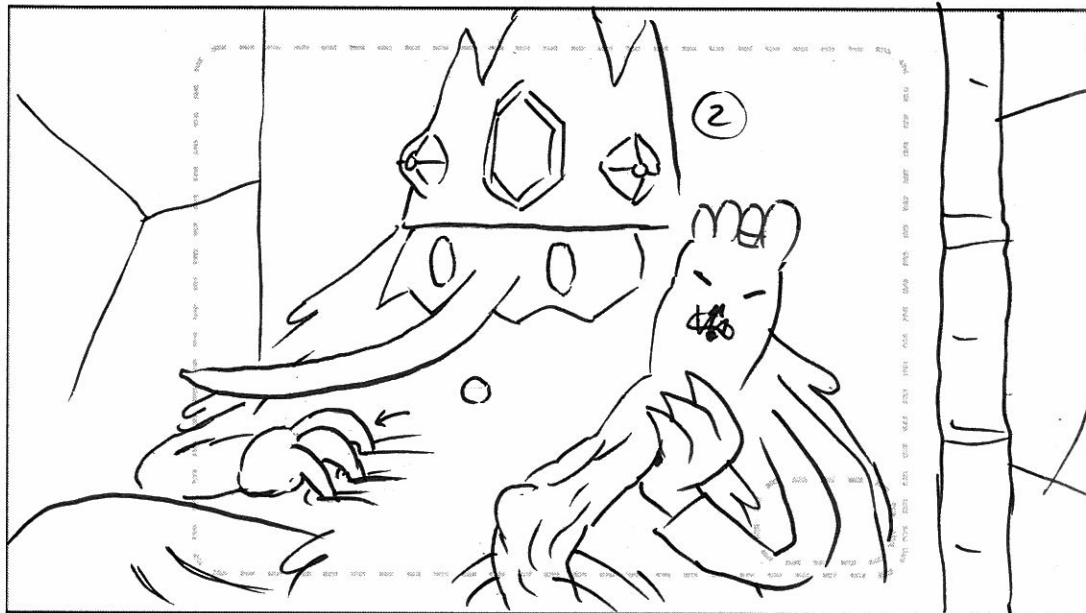
C27

ADVENTURE TIME

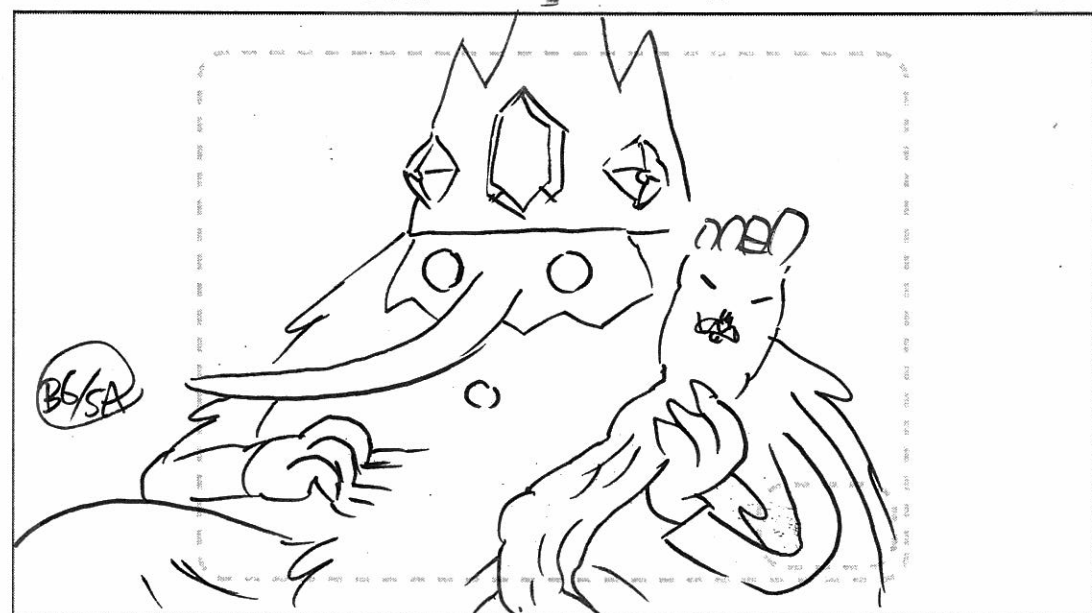


Page 179

Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night

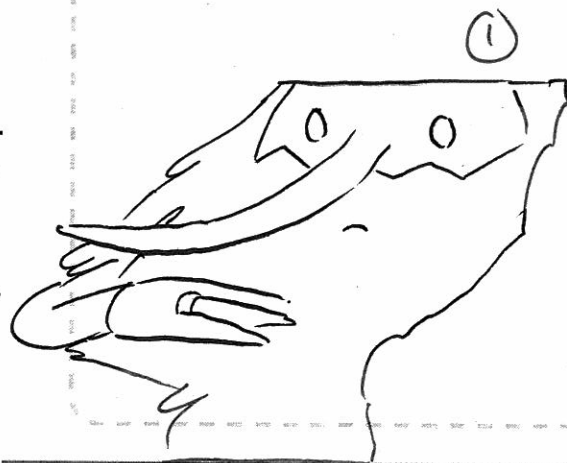


Dialog:

(I.K.) Oh...

Action:

Timir



(I.K.) Oh my....

Production :

EPISODE #

1014-107

C28

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div><div><div>WIPE</div><div></div></div><div><div></div><div></div></div></div> <div><div></div><div></div></div>									
<div><div><div></div><div></div></div><div><div></div><div></div></div></div> <div><div></div><div></div></div>									

Dialog:
Action:
Timing:

EPISODE #

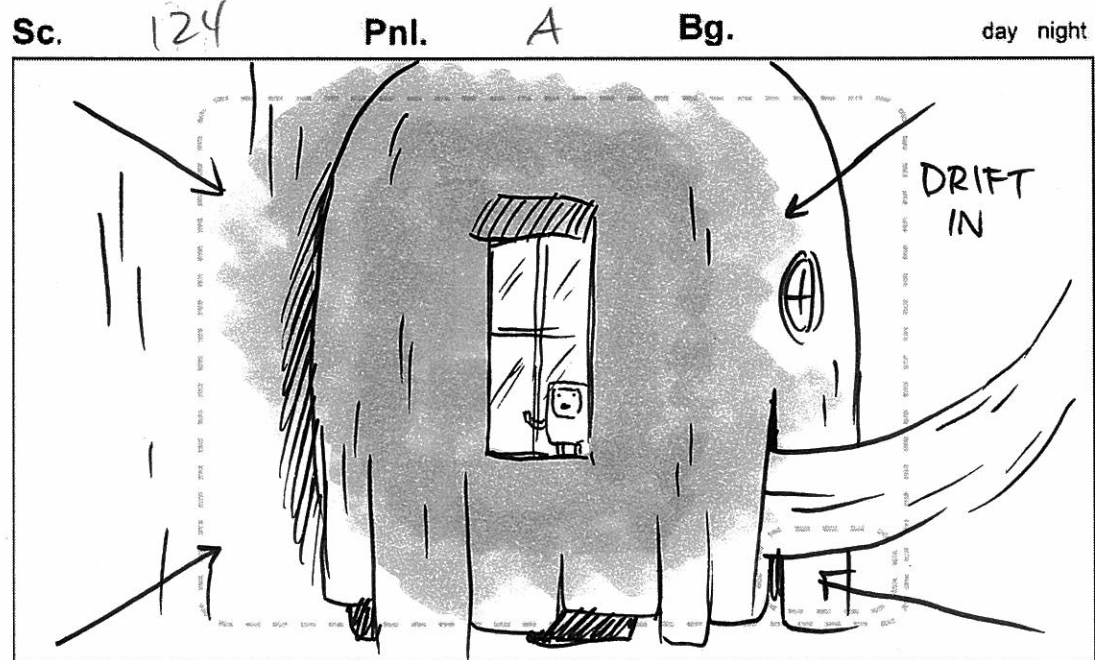
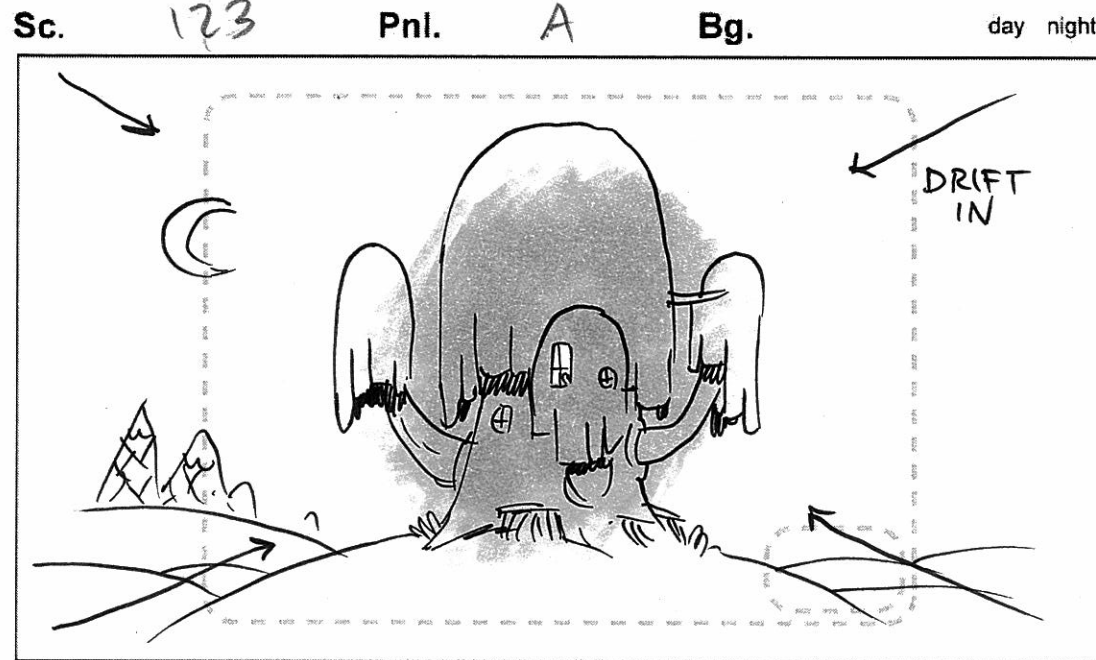
Production :

C29

ADVENTURE TIME



Page 181



Dialog:	(BMO) (V.O.) poor football...	(BMO:) You've come so far
Action:	DRIFT IN	CUT, then keep drifting in
Timing:		

1014-107

EPISODE #

Production :

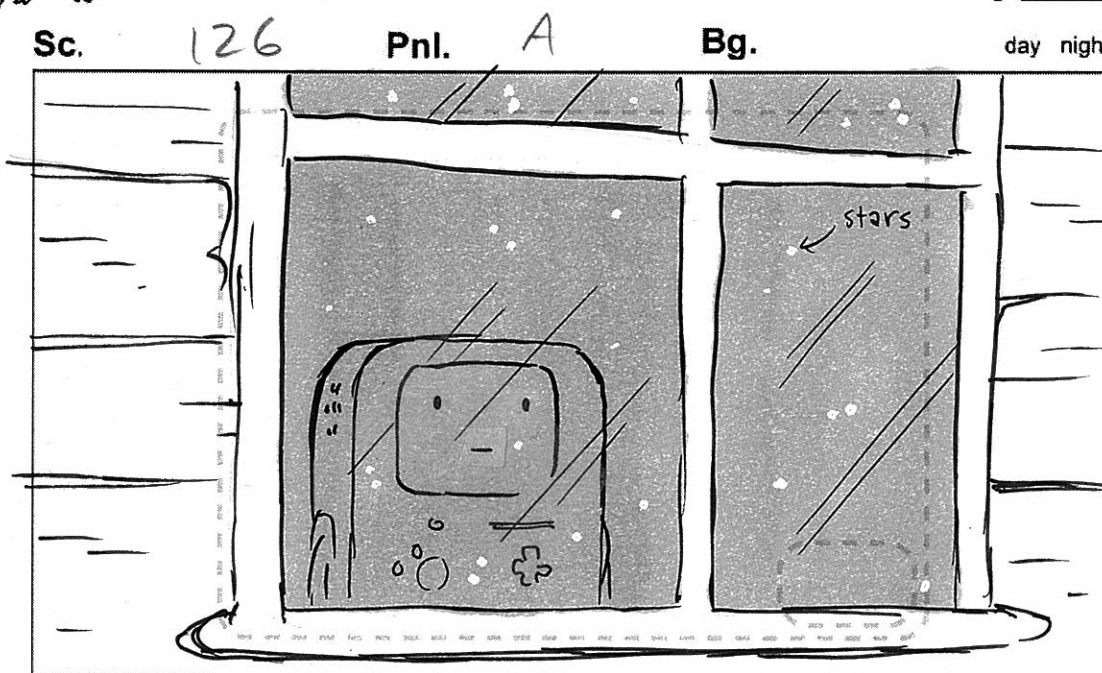
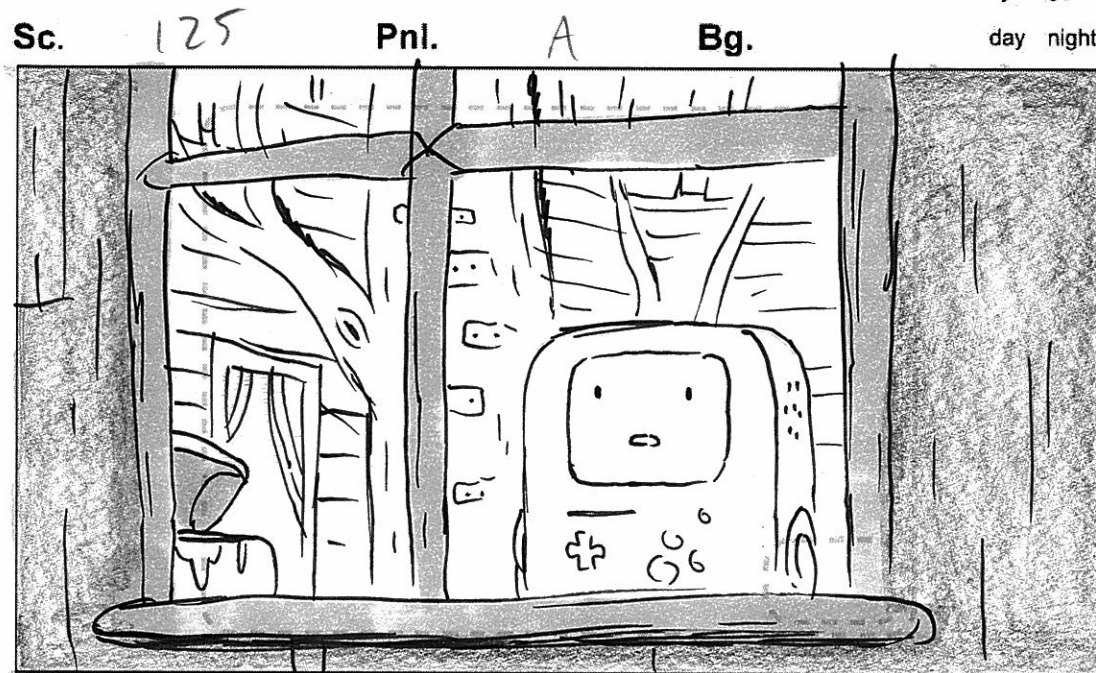
B1

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ADVENTURE TIME



Page 182



Dialog:

(BMO:) But still have so much
to learn.

- BEAT -

Action:

Timing:

EPISODE # 1014-107

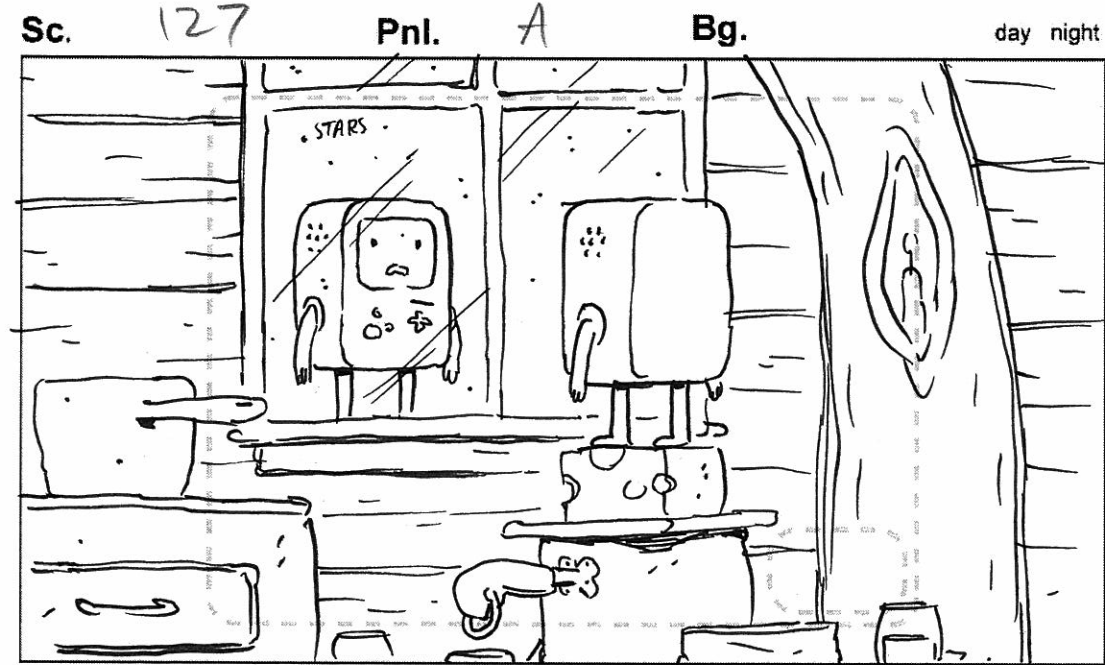
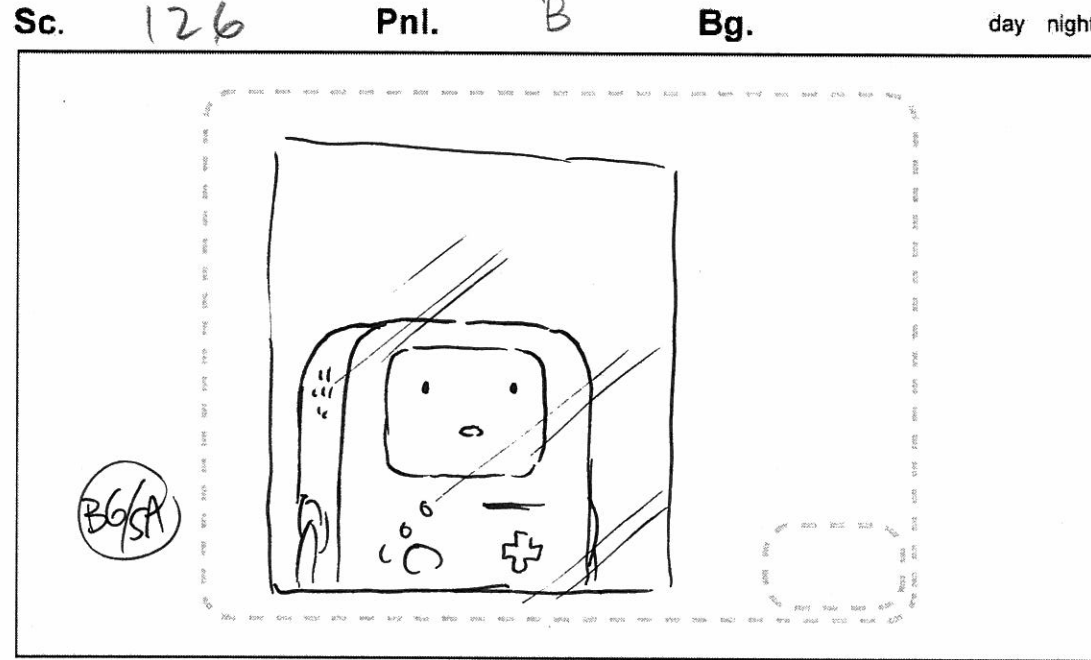
Production :

B2

ADVENTURE TIME



Page 183



Dialog:	<u>FOOTBALL:</u> But... I don't understand BMO-	<u>FTBL:</u> I'm a real baby girl now.
Action:		
Timing:		

Production :

EPISODE #

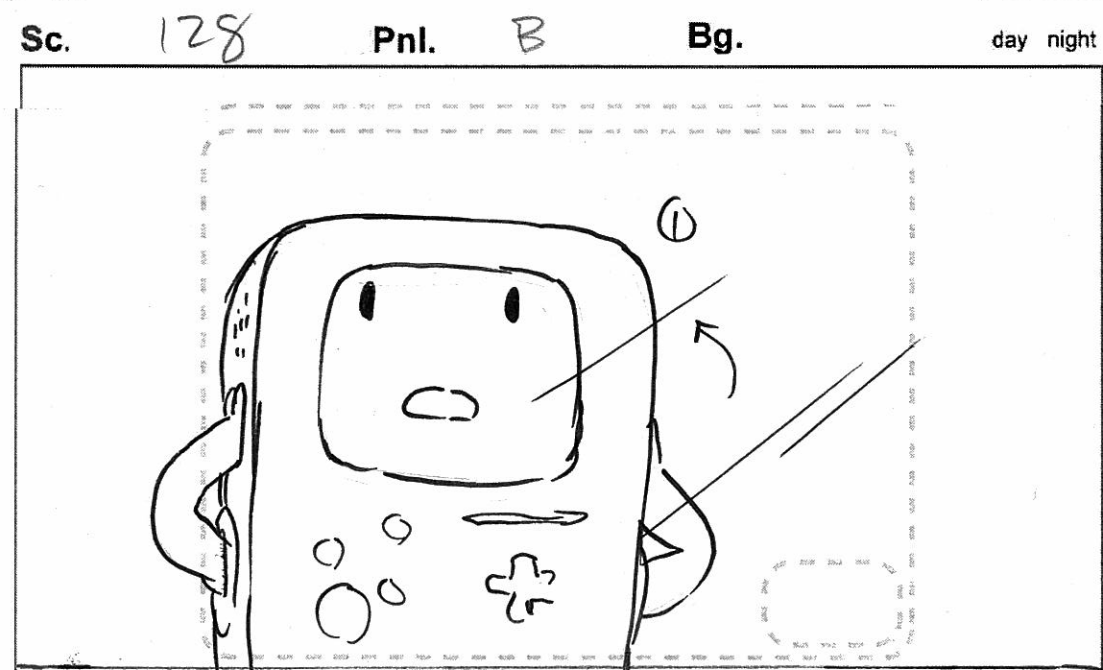
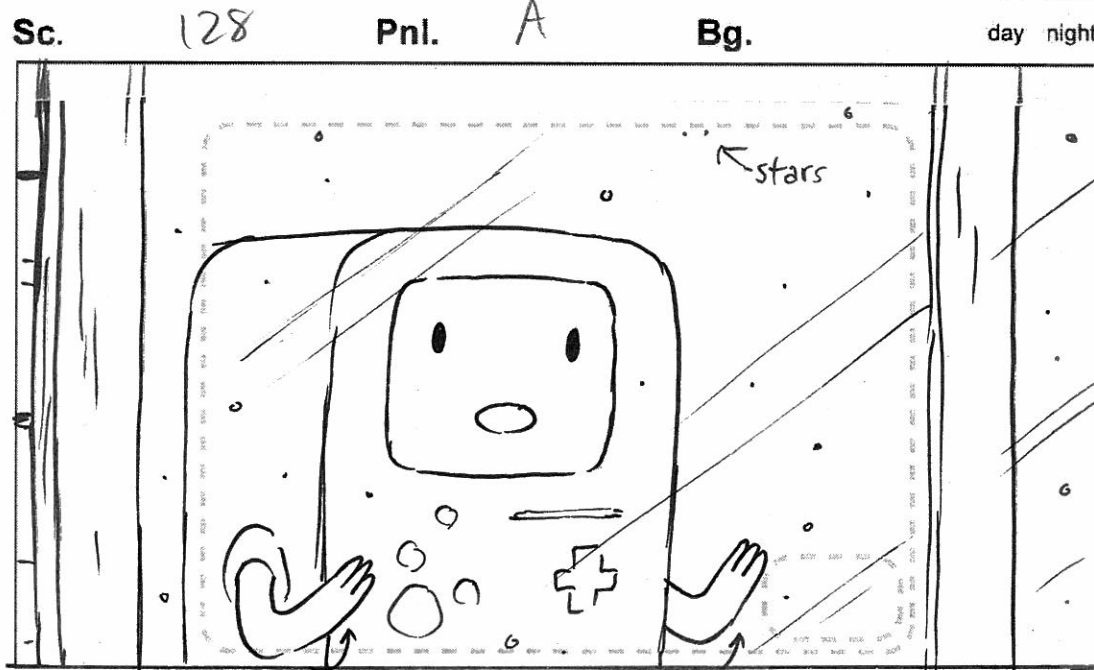
114-107

B3

ADVENTURE TIME



Page 184



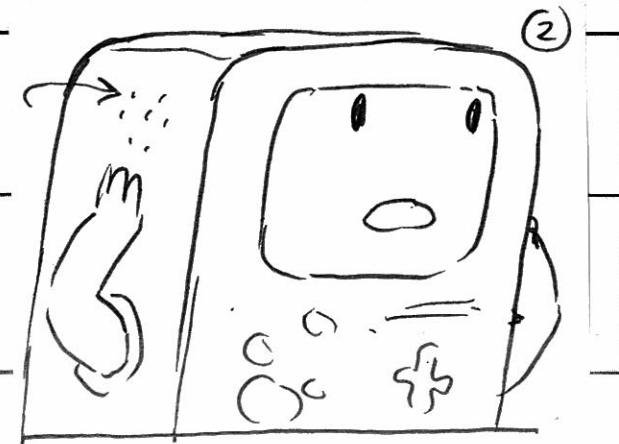
Dialog:

(FTBL): I can smell the raddest lilacs
and taste the bangin' honeycomb -

Action:

Timing:

(FTBL): ① I can hear the screaming
squirrels
② screaming for nuts →



EPISODE #
1014-107

Production :

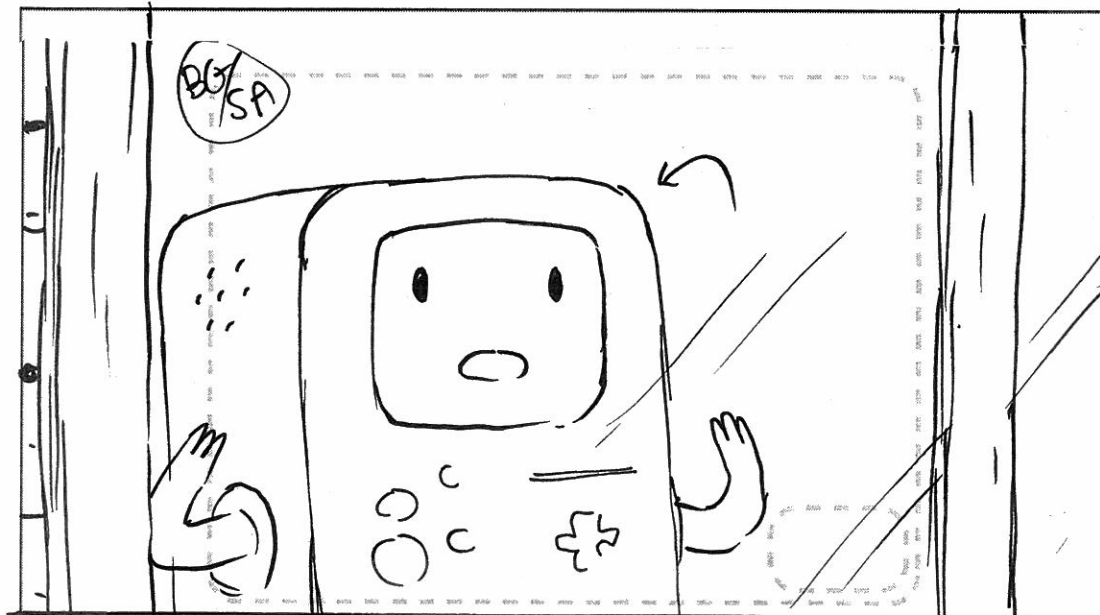
B4

ADVENTURE TIME

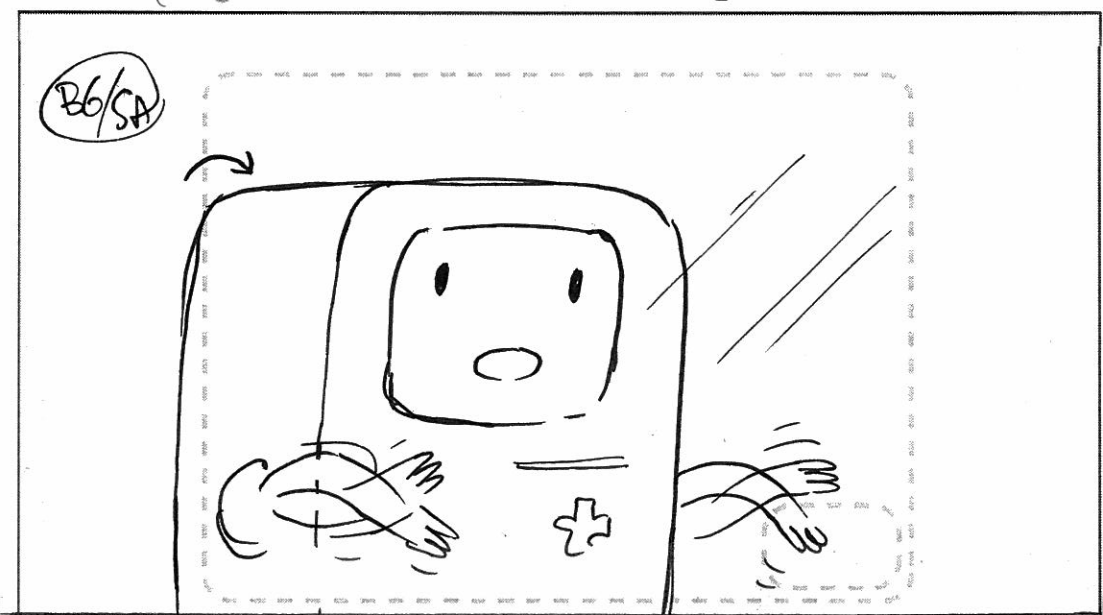


Page 185

Sc. 128 Pnl. C Bg. day night



Sc. 128 Pnl. D Bg. day night



Dialog:

(FTBL) and see the craziest rainbows ————— while I touch everything !

Action:

Timing:

EPISODE # 1014-107

Production :

35

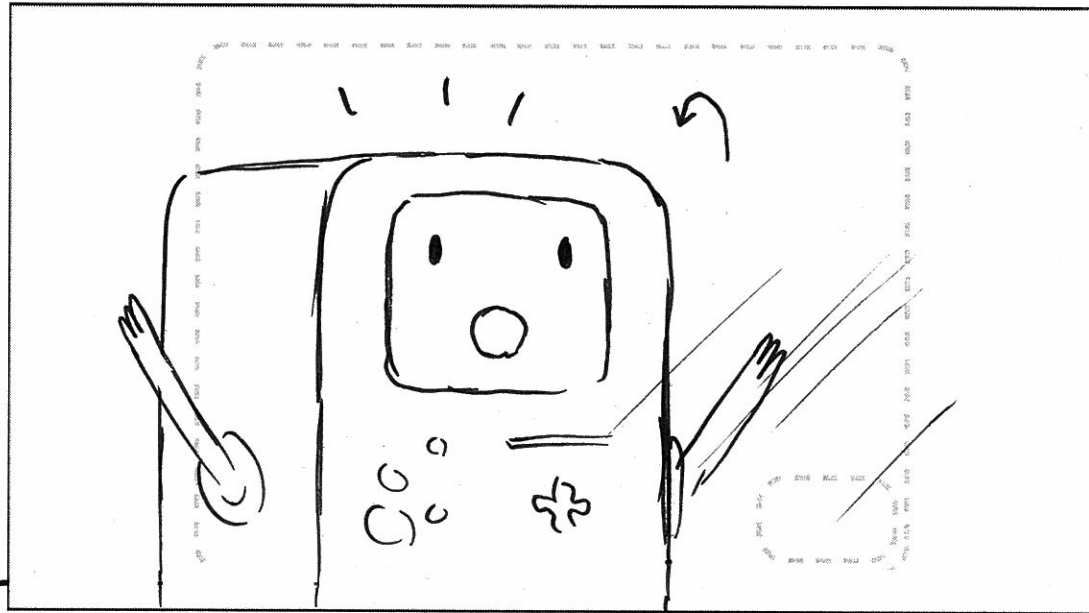
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ADVENTURE TIME

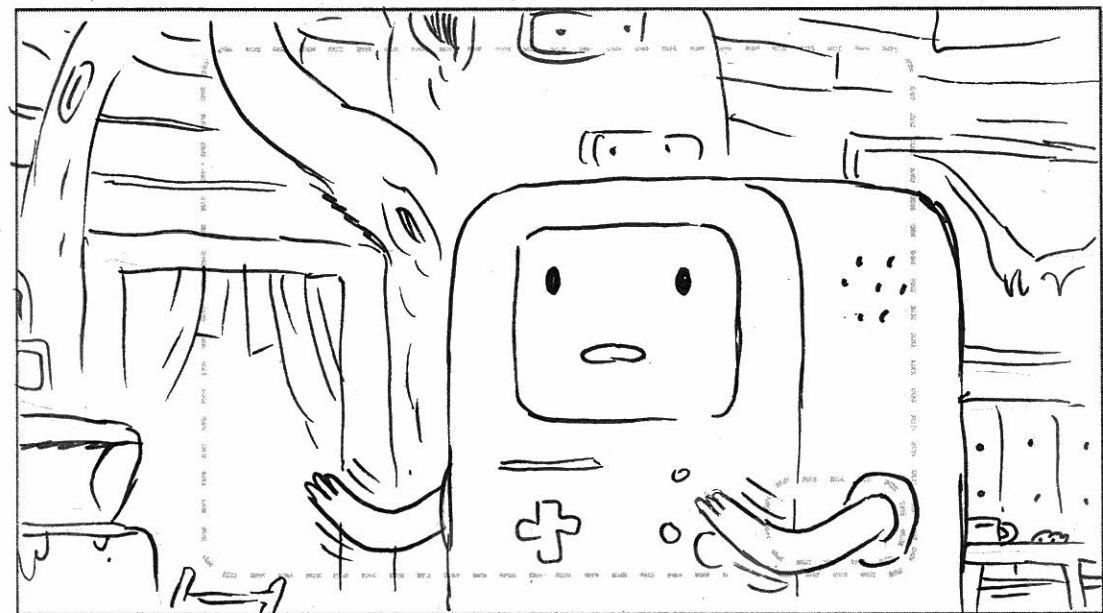


Page 186

Sc. 128 Pnl. E Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:	→ Oh my gosh I still can't believe it's true!	(BMO:) No Football, that's not enough,
Action:	BMO jumps	
Timing:		

1014-107

EPISODE #

Production :

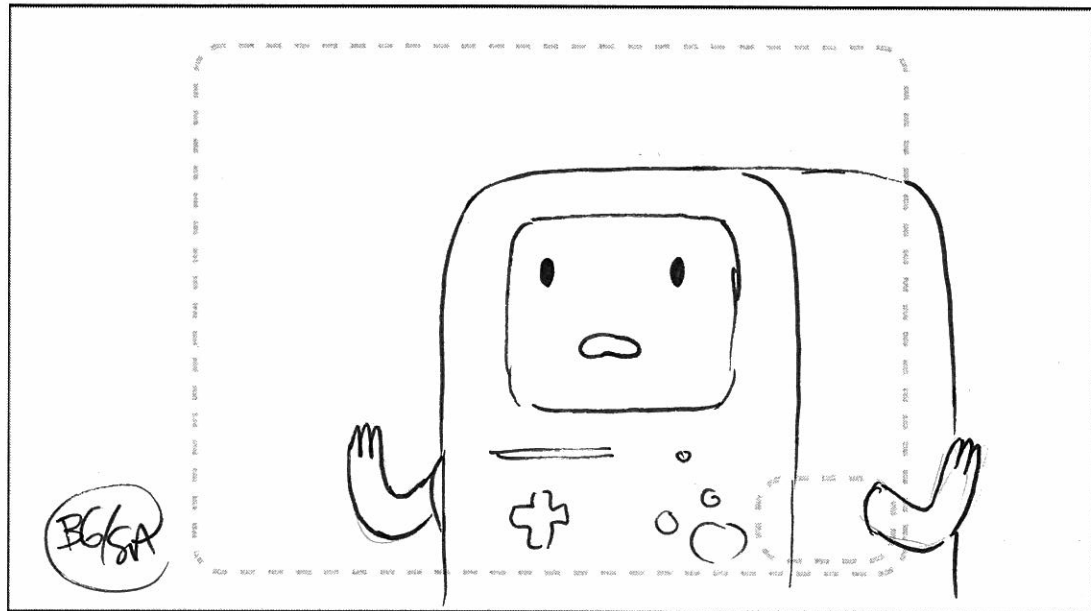
BL

ADVENTURE TIME

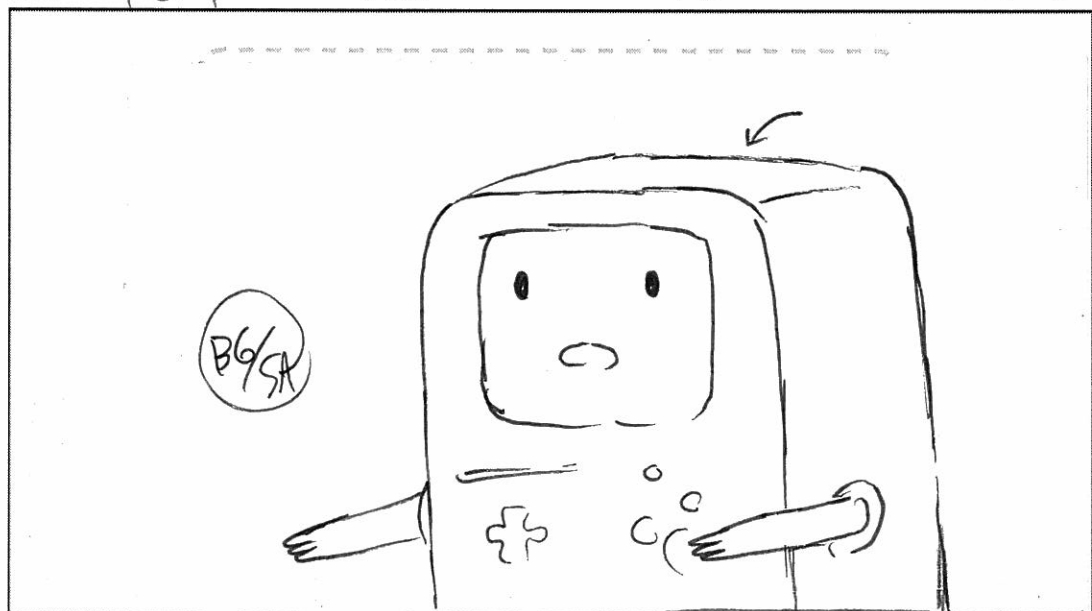


Page 187

Sc. 129 Pnl. B Bg. day night



Sc. 129 Pnl. C Bg. day night



Dialog: BMO: You have to learn manners too → otherwise you'll be all alone.

Action:

Timing:

1014-107

EPISODE #

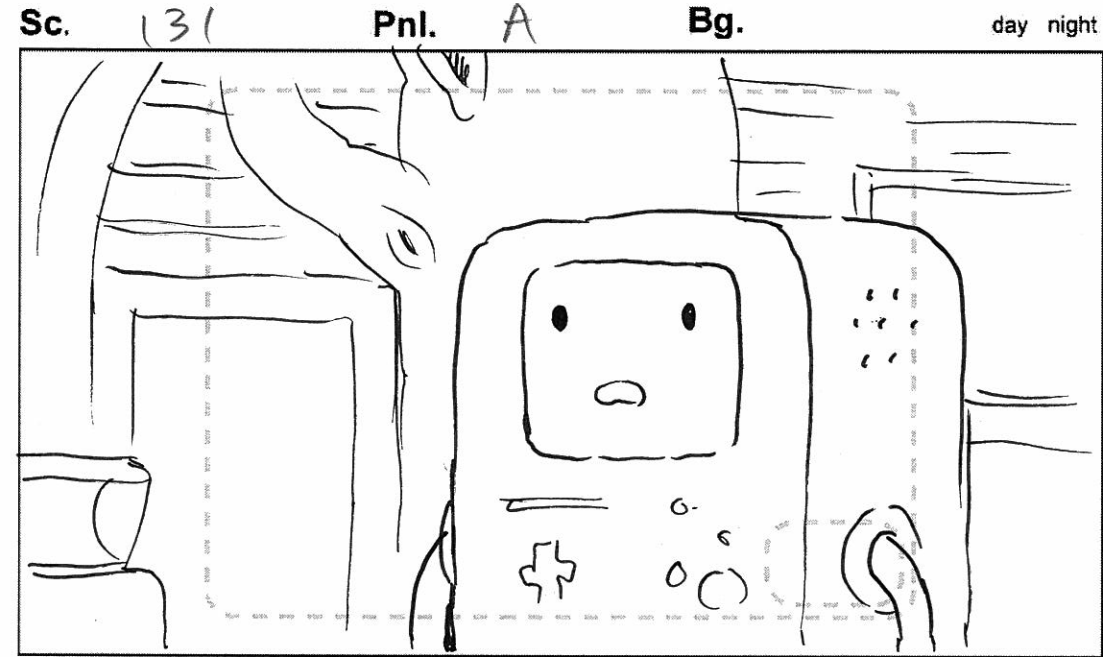
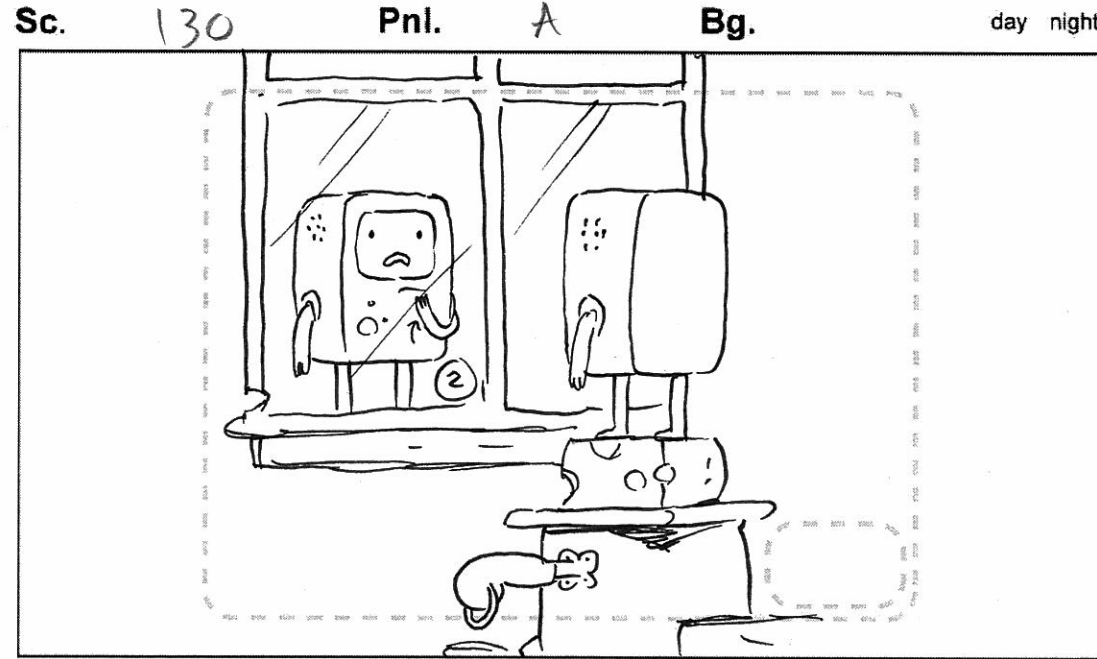
B7

Production :

ADVENTURE TIME



Page 188



Dialog: (FTBL): ① Alone? ... But ...
② but what about you BMO?
(BMO): I won't always be here
to protect you football, →

Action:
Timing:

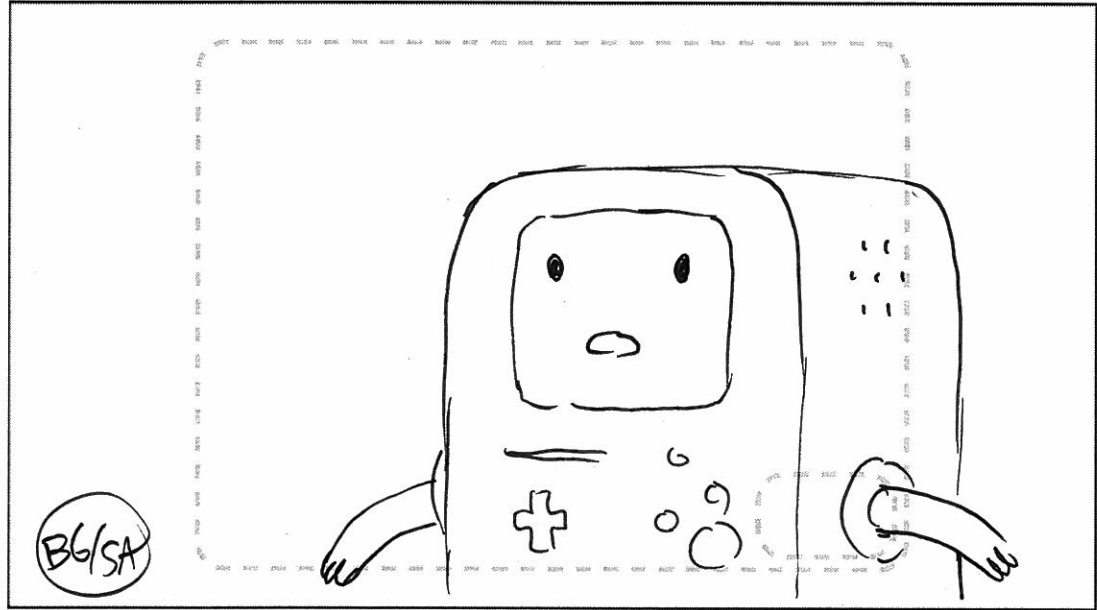


EPISODE # 1014-107
R8
Production :

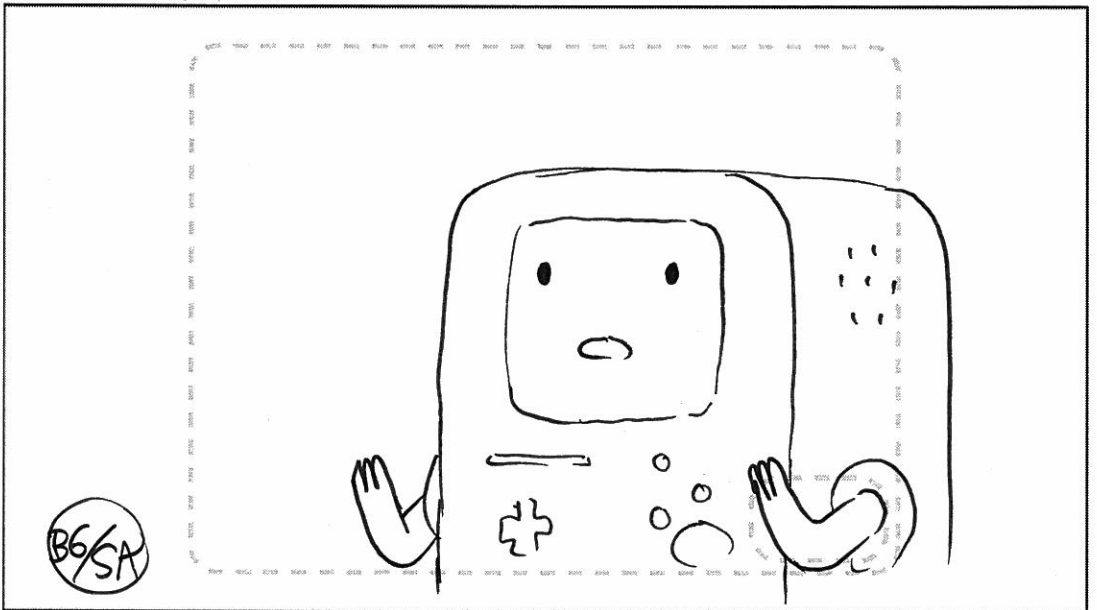
ADVENTURE TIME



Sc. 131 Pnl. B Bg. day night



Sc. 131 Pnl. C Bg. day night



Dialog:	(B) I've got my own special destiny. →	No, you must learn.
Action:		
Timing:		

EPISODE # 1014-107

Production :

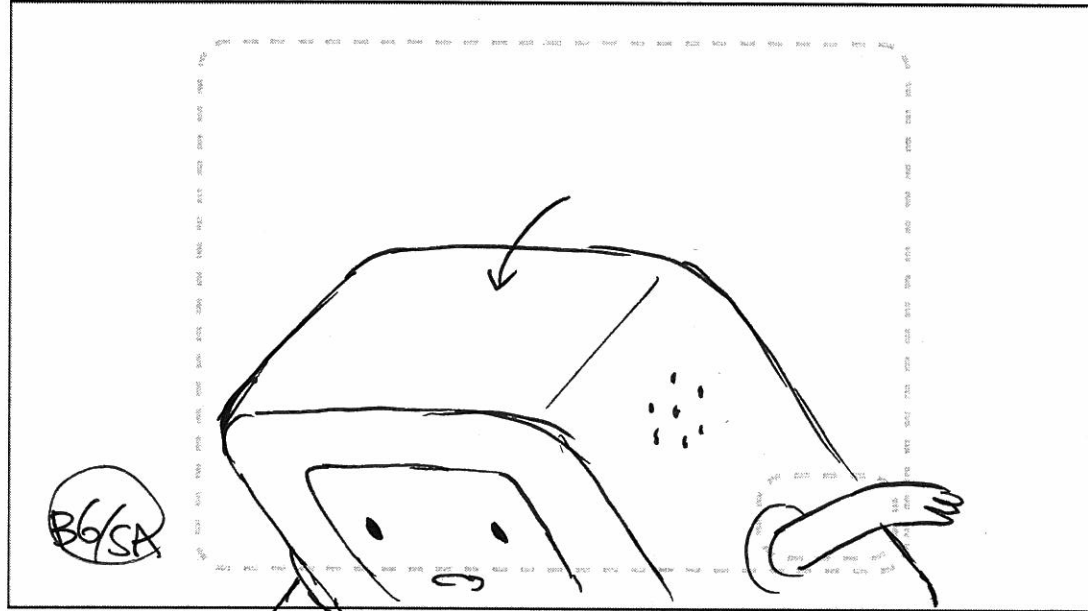
59

ADVENTURE TIME

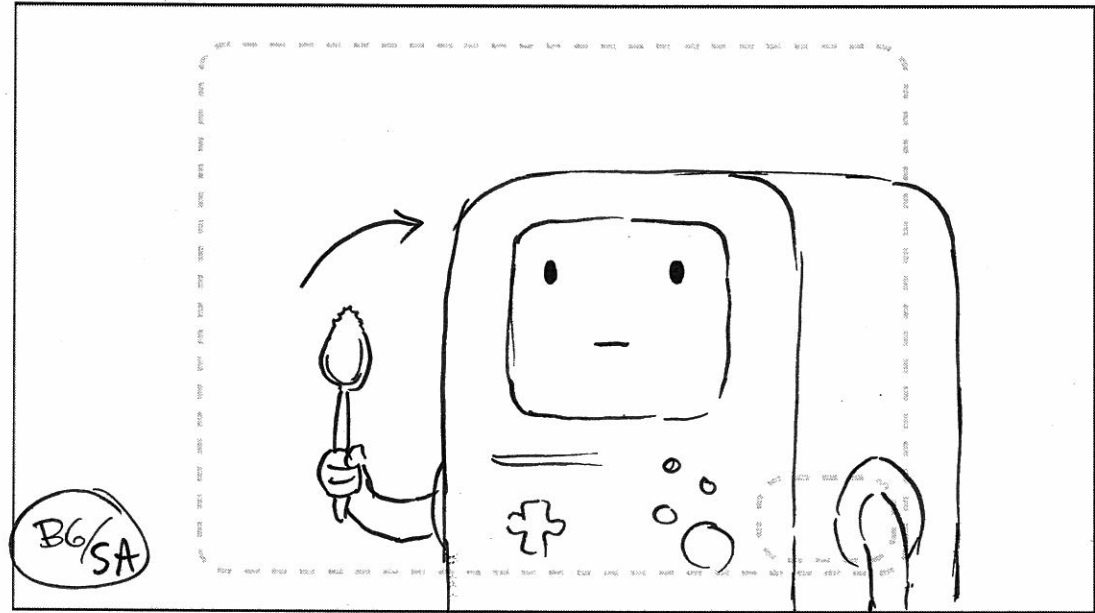


Page 190

Sc. 131 Pnl. D Bg. day night



Sc. 131 Pnl. E Bg. day night



Dialog:

(B) Here look :

Action:

Timing:

EPISODE # 1014-107

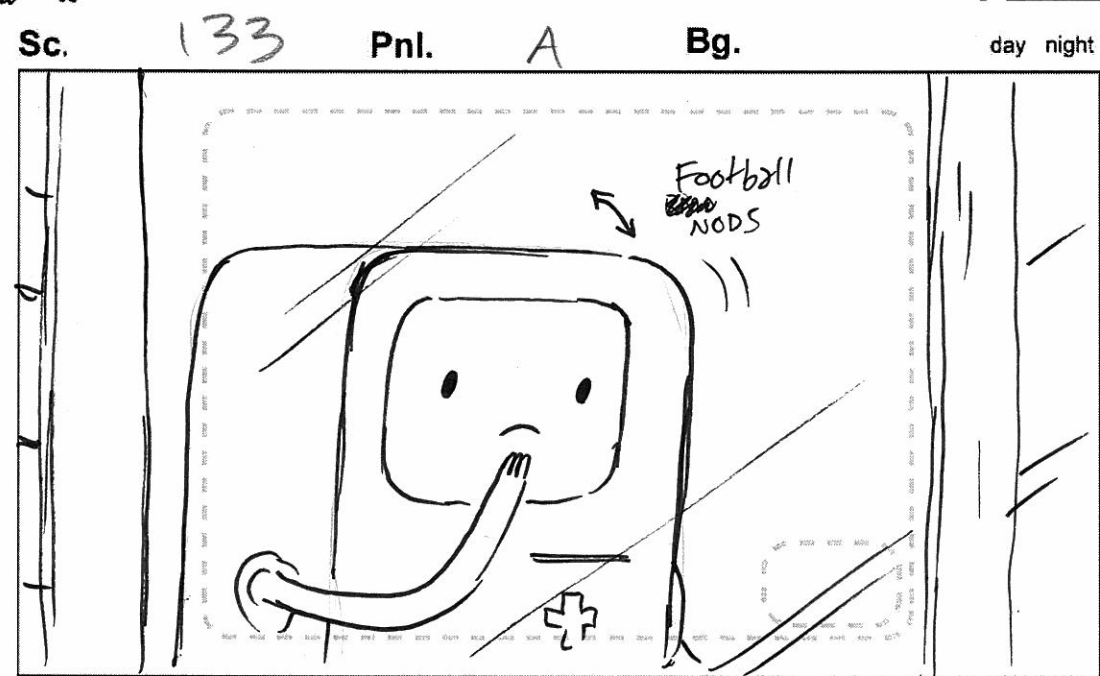
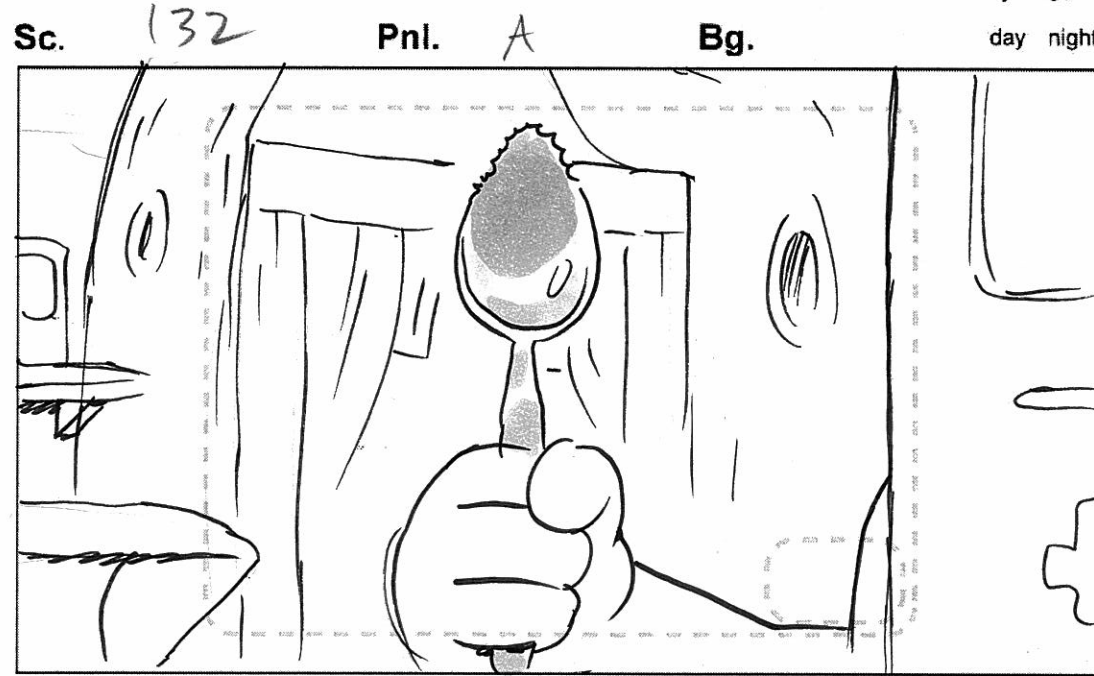
Production :

310

ADVENTURE TIME



Page 191



Dialog:

(B.) This is a grapefruit spoon.

Action:

Football ~~balls~~ nods

Timing:

EPISODE # 1014-107

Production :

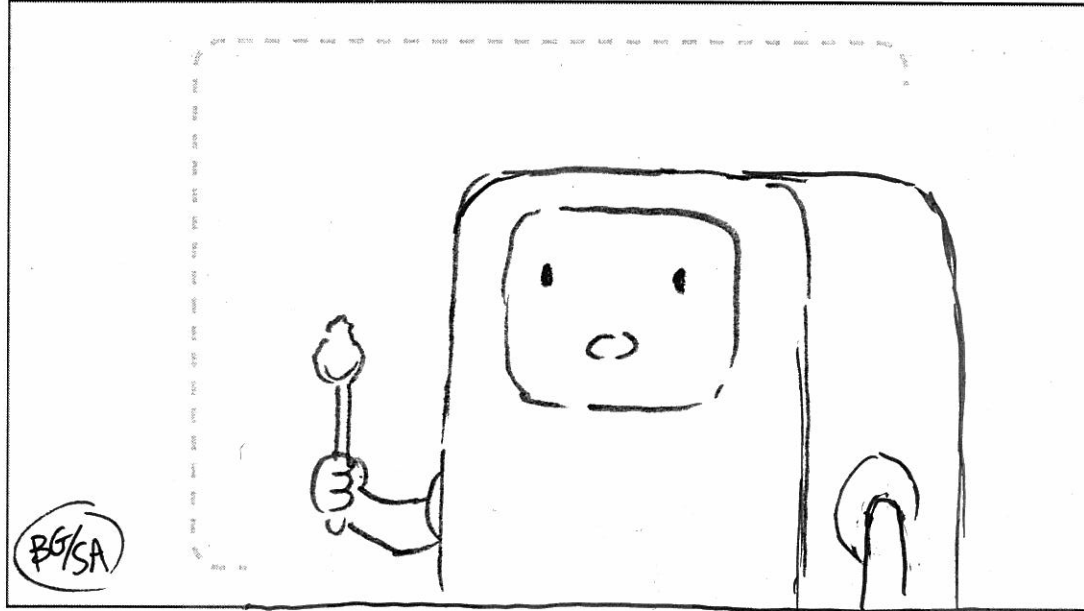
B11

ADVENTURE TIME

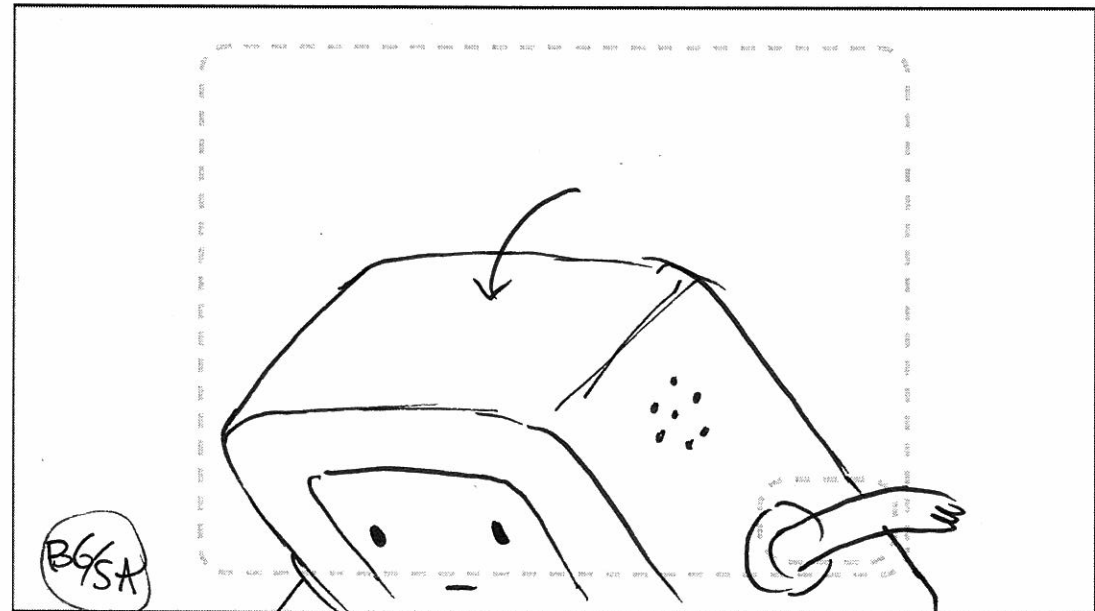


Page 192

Sc. 134 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



Dialog:

(B:) it's only for eating grapefruits.

Action:

Timing:

EPISODE # 1014-107

Production :

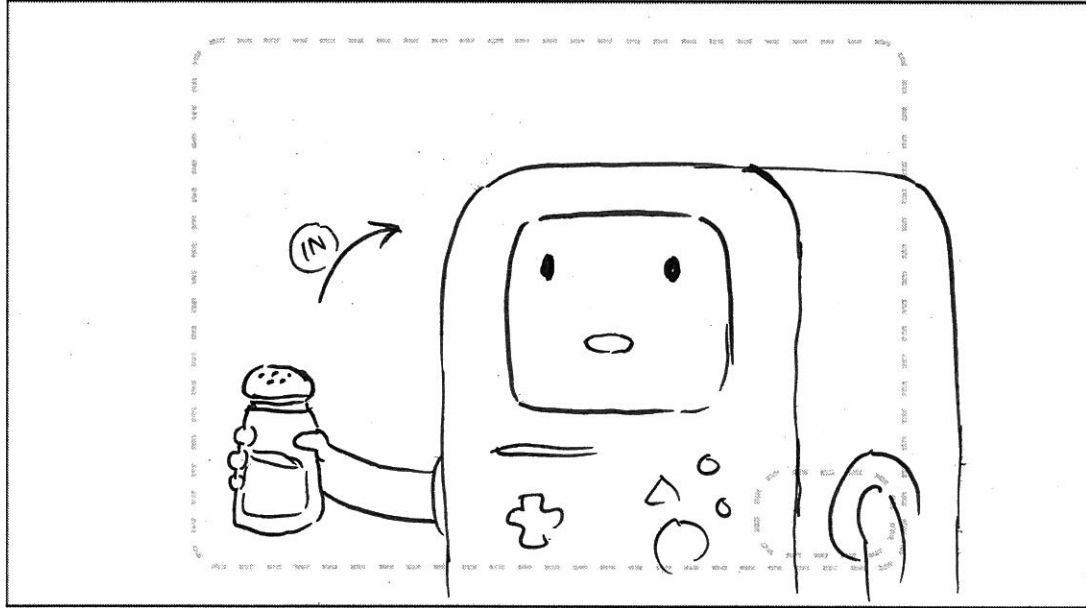
B12

ADVENTURE TIME

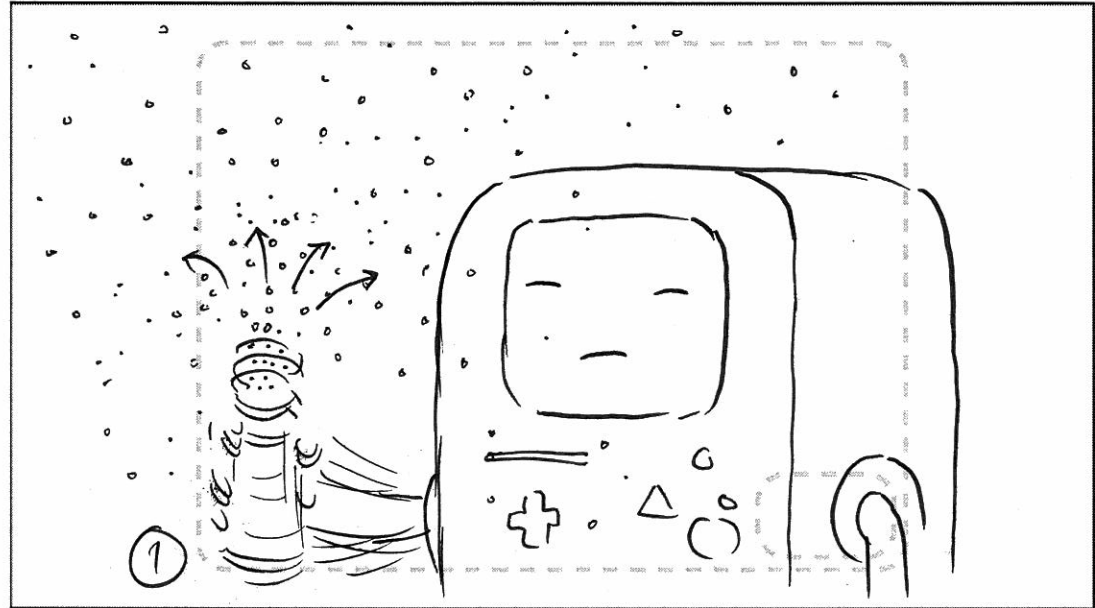


Page 193

Sc. 135 Pnl. C Bg. day night



Sc. 135 Pnl. D Bg. day night



Dialog:

(B:) This is a "salt-shaker."

Action:

Timing:



EPISODE # 1014-107

Production :

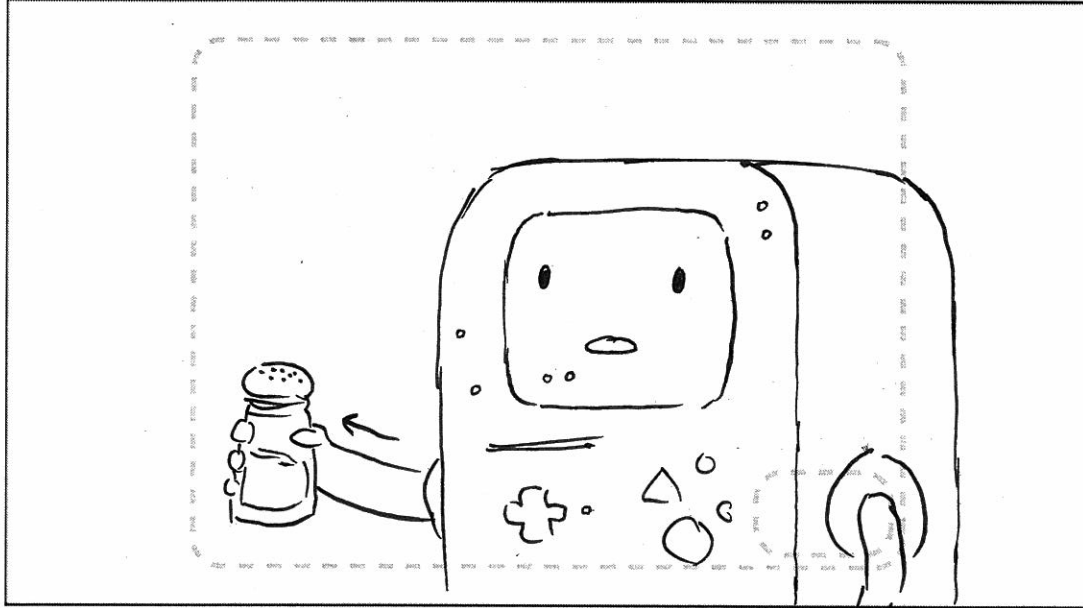
B13

ADVENTURE TIME



Page 194

Sc. 135 Pnl. E Bg. day night



Sc. 136 Pnl. A Bg. day night

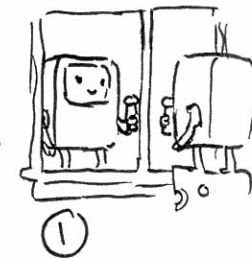


Dialog:

(B:) Here you try -

(B:) Hee hee !

Action:



Timing:

EPISODE # 1014-107

B14

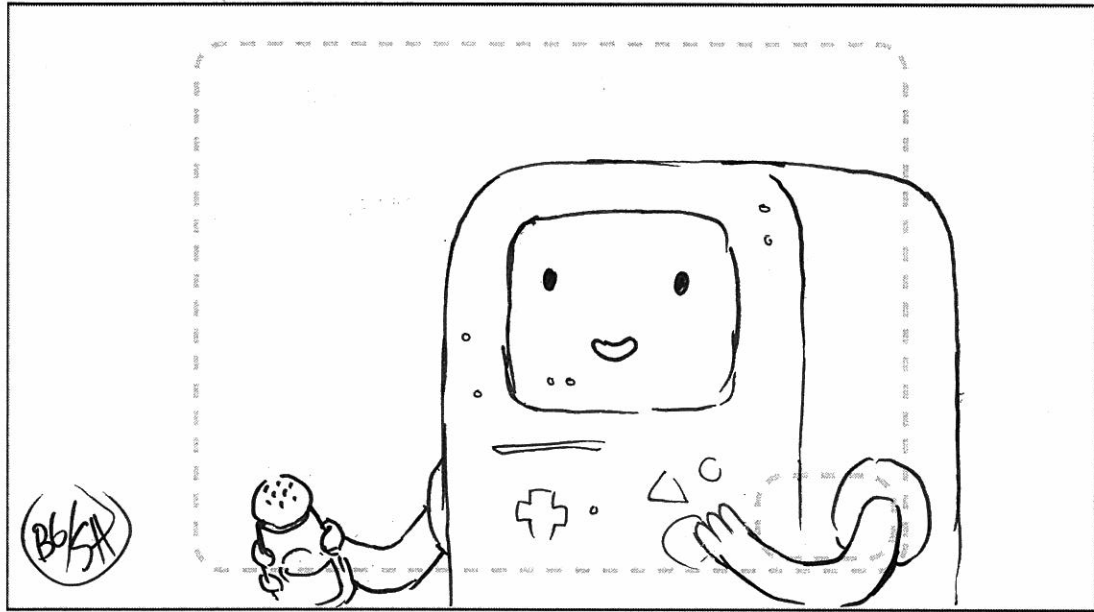
Production :

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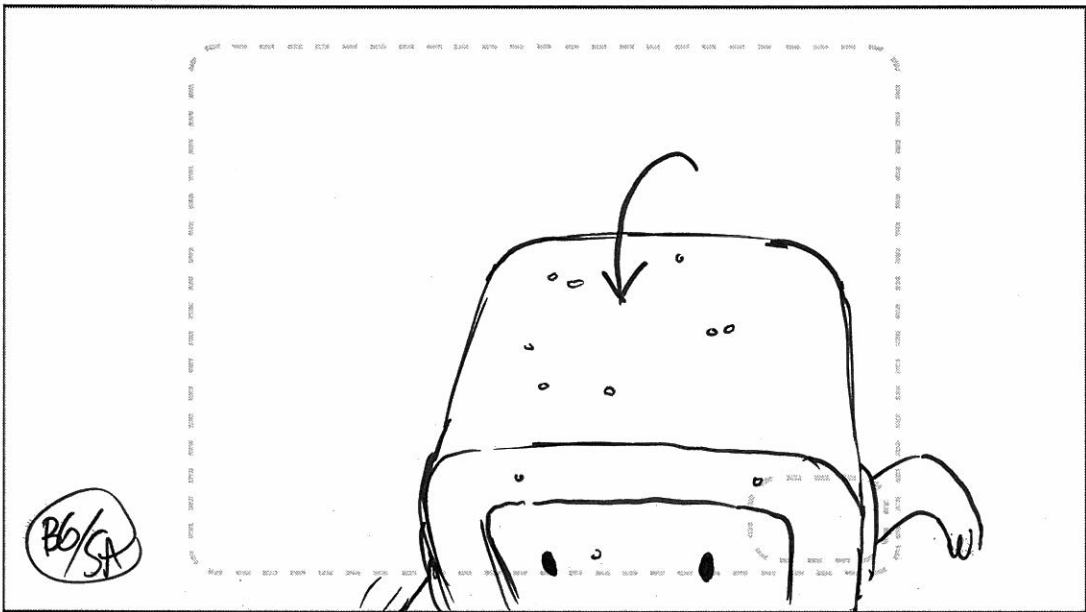
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:	BMO: hee hee
Action:	
Timing:	

EPISODE # 1014-107

B15

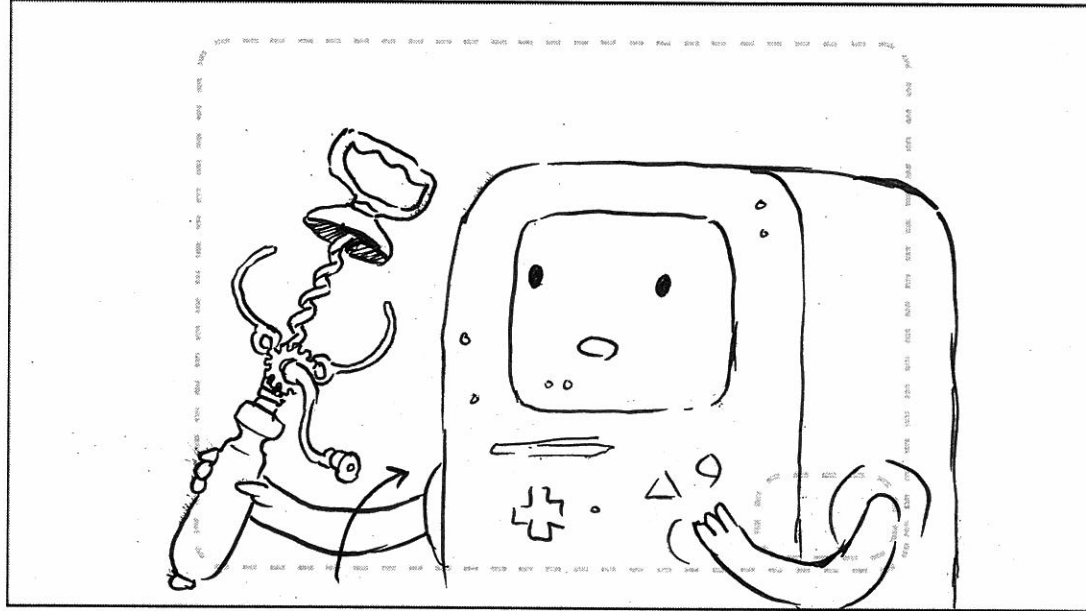
Production :

ADVENTURE TIME

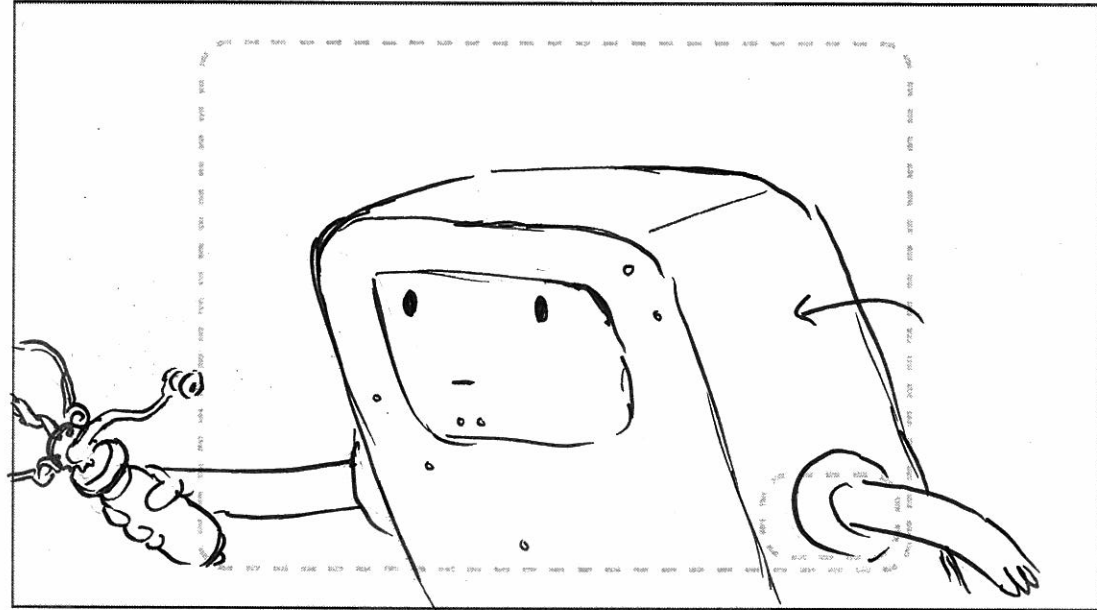


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Sc. 137 Pnl. C Bg. day night



Sc. 137 Pnl. D Bg. day night



Dialog:

(B:) Now this is a turnip grincher.

Action:

Timing:

EPISODE # 1014-107

B16

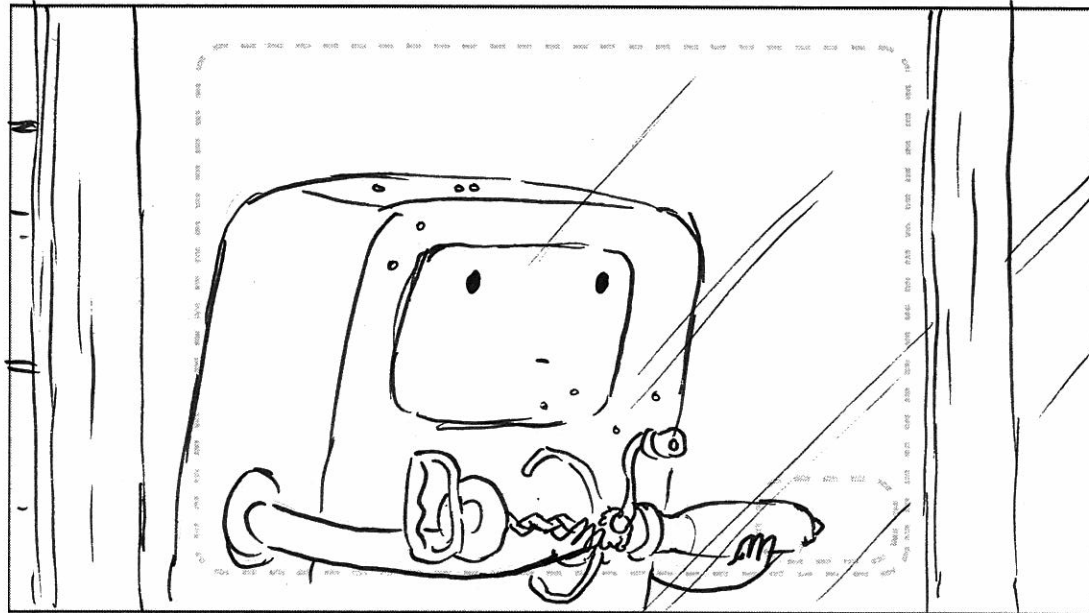
Production :

ADVENTURE TIME

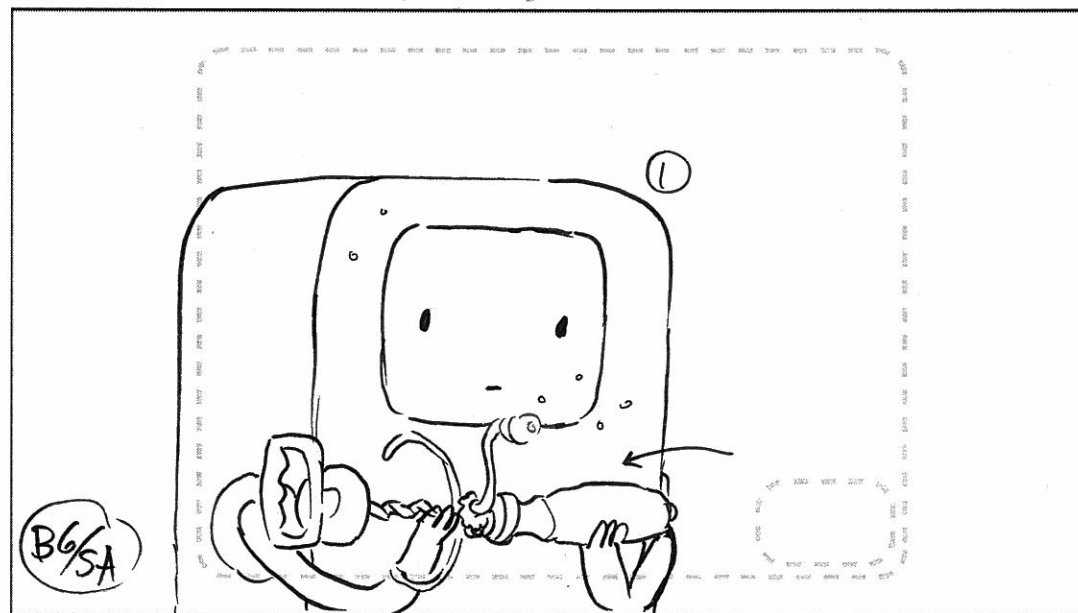


Page 197

Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	<div data-bbox="1779 1130 2257 1386"></div>

EPISODE #
1014-107

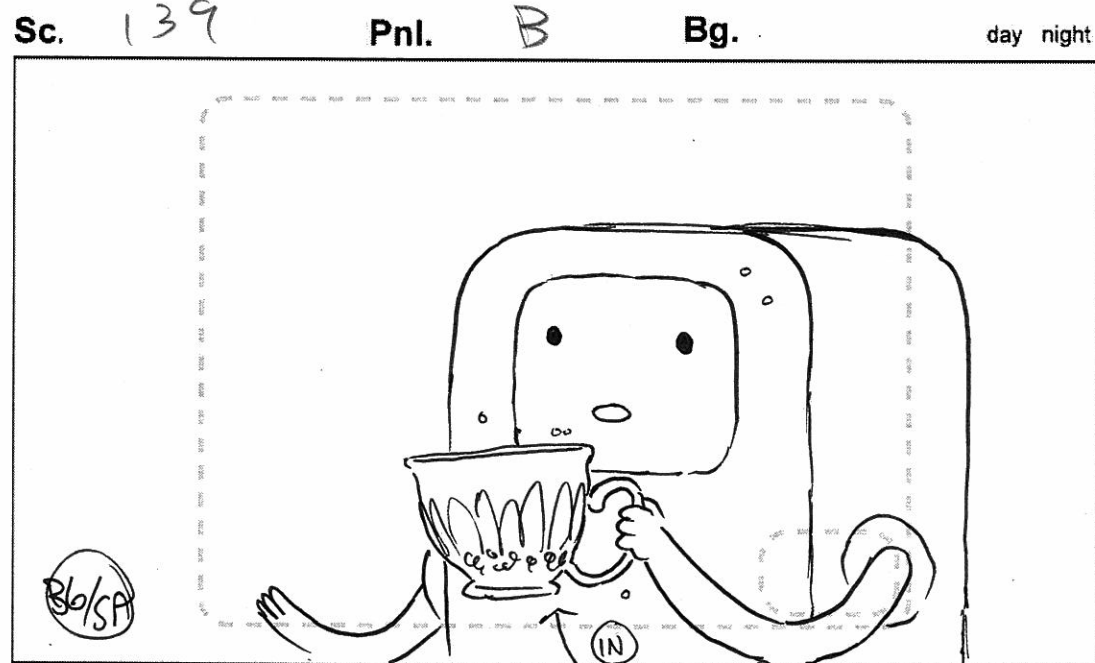
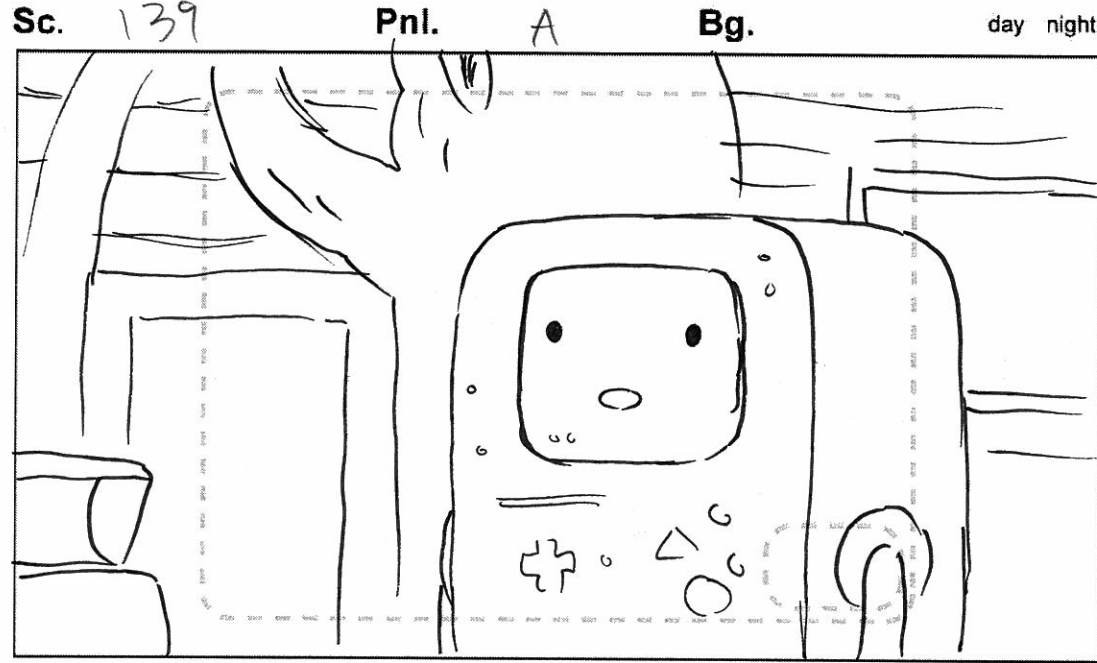
B17

Production :

ADVENTURE TIME



Page 198



Dialog:

(B:) For "grinching".

(B:) and this-

Action:

Timing:

EPISODE #

1014-107

Production :

B18

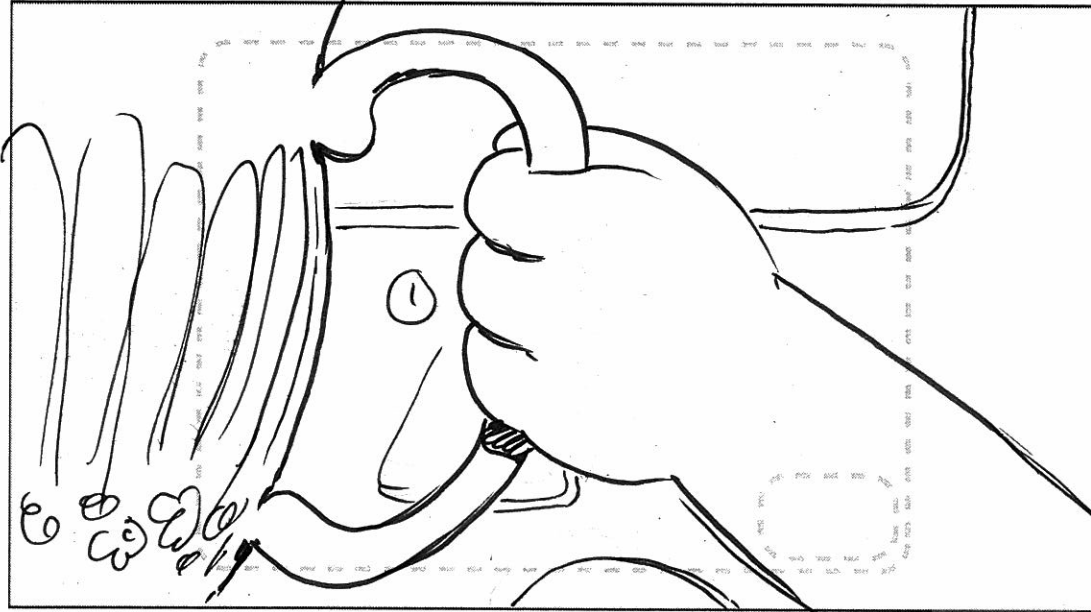
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ADVENTURE TIME

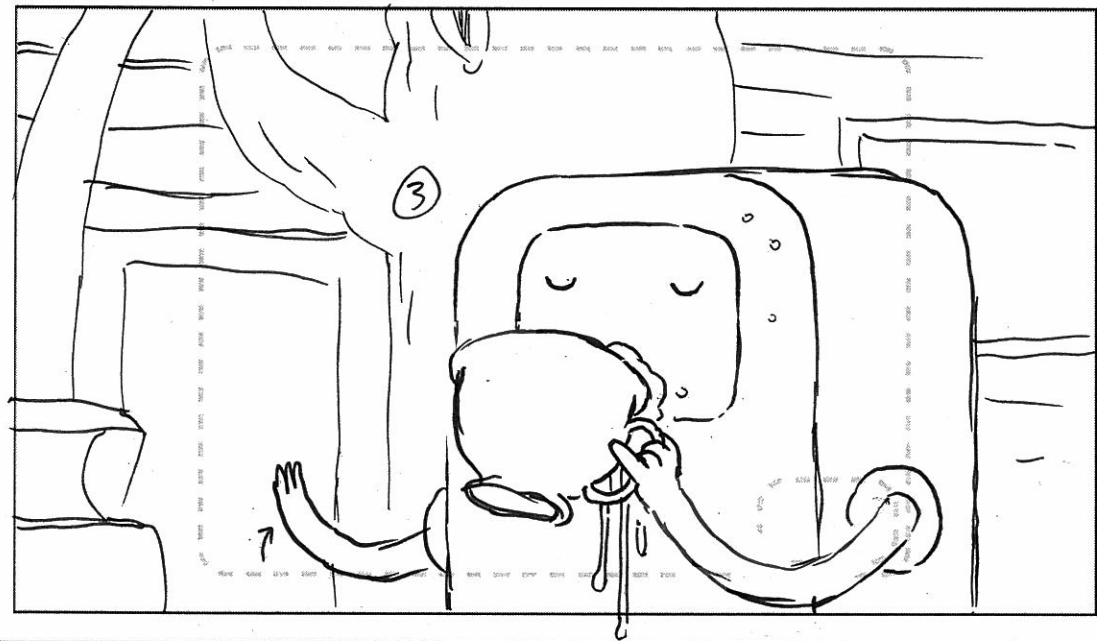


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Sc. 140 Pnl. A Bg. day night



Sc. 141 Pnl. A Bg. day night



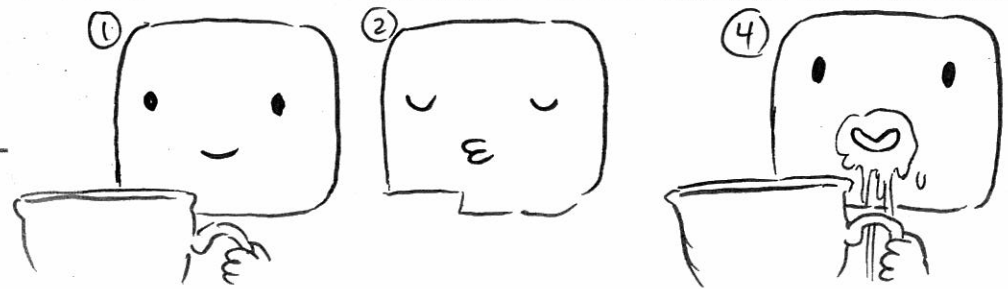
Dialog: B (s.s.) ³ is how you
drink tea.

Action: BMO speaks after
his finger is out.

Timing:



B ³ sssip - ⁴ Ah!



EPISODE # 1014-107

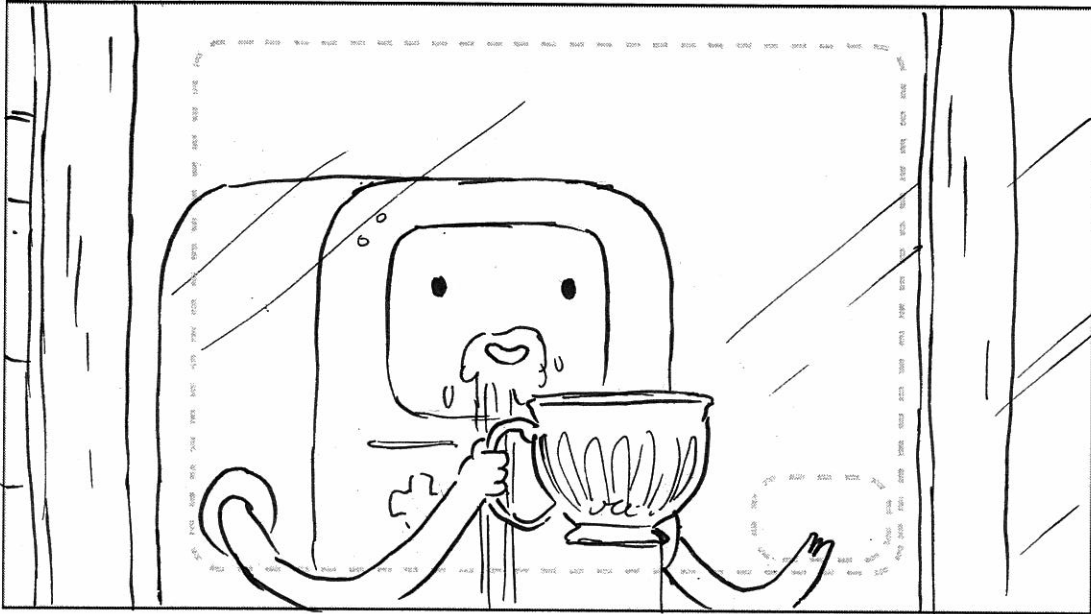
Production :

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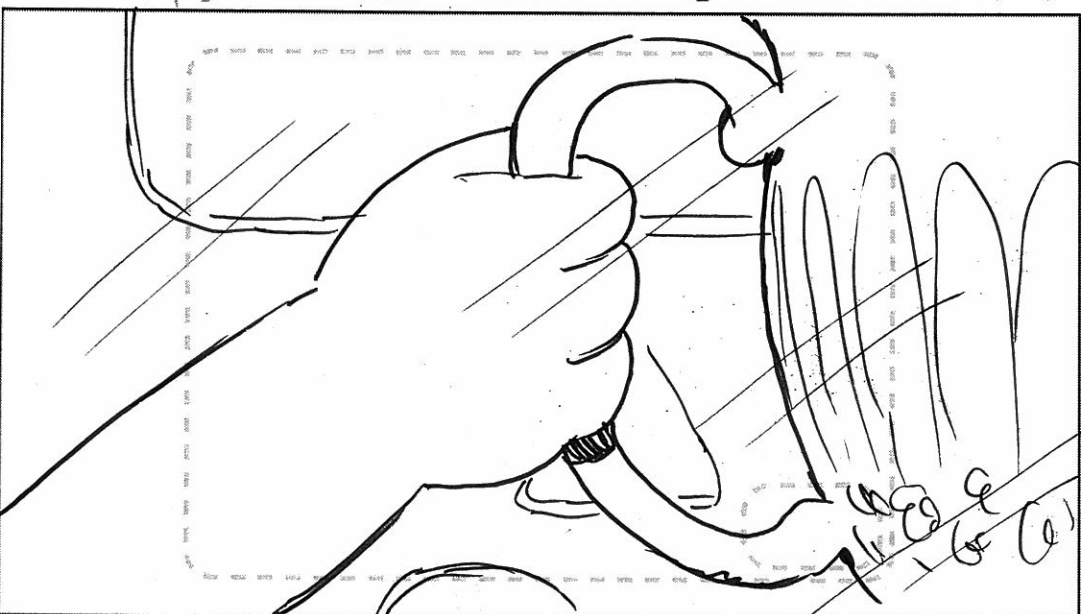
ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:	(FTBL:) Like this?	—BEAT—
Action:	NO PINKY	
Timing:		

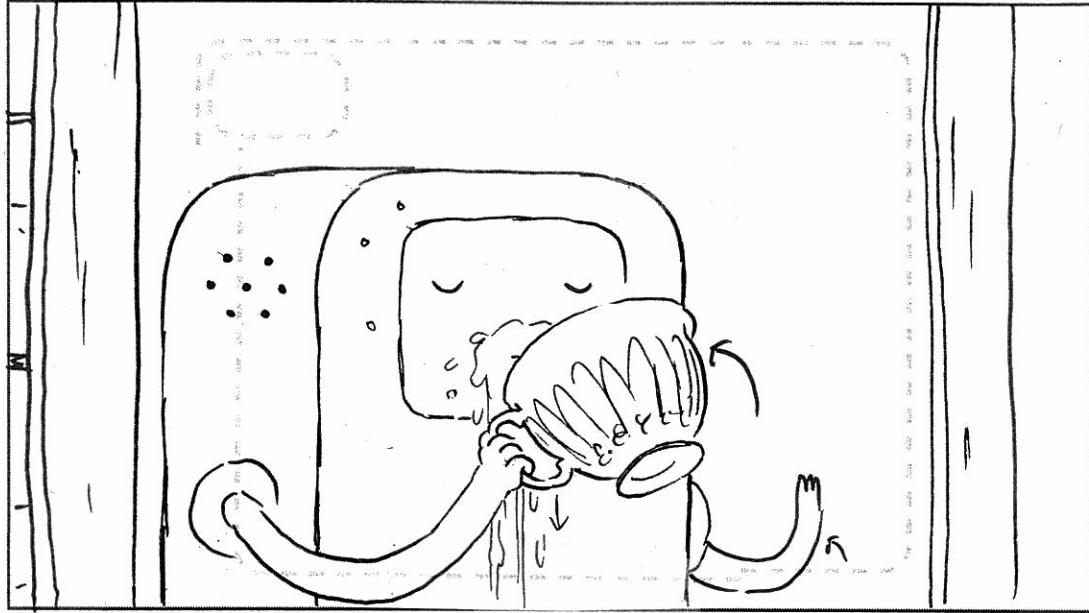
EPISODE # 1014-107
B20
Production :

ADVENTURE TIME

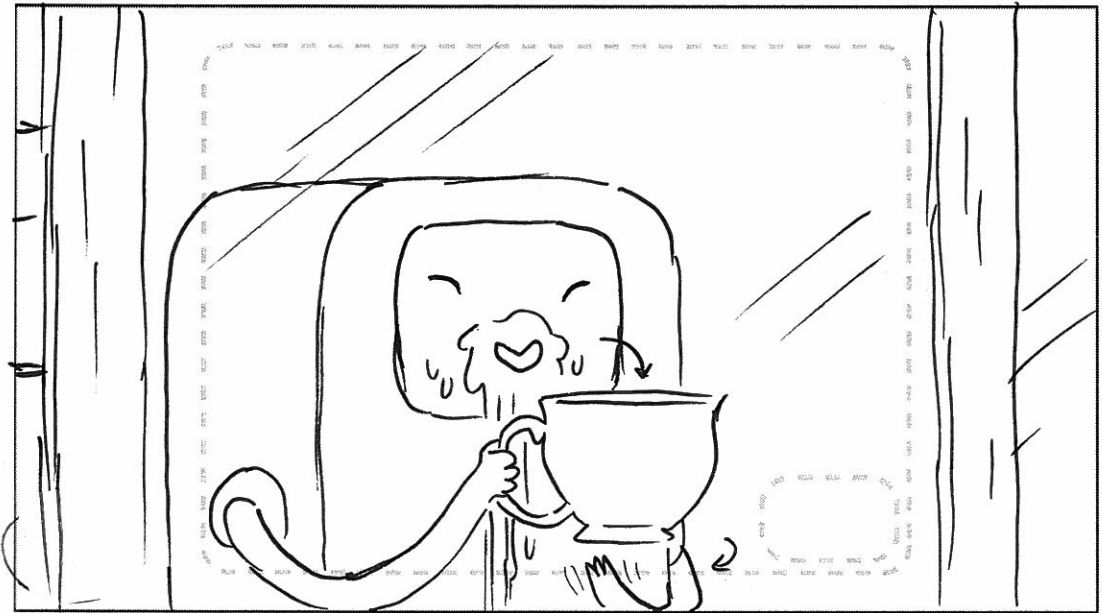


Page 201

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:	(FTBL) * ssssip *	(F) Yuck * giggle * it's bitter.
Action:		
Timing:		

EPISODE # 1014-107

Production :

B21

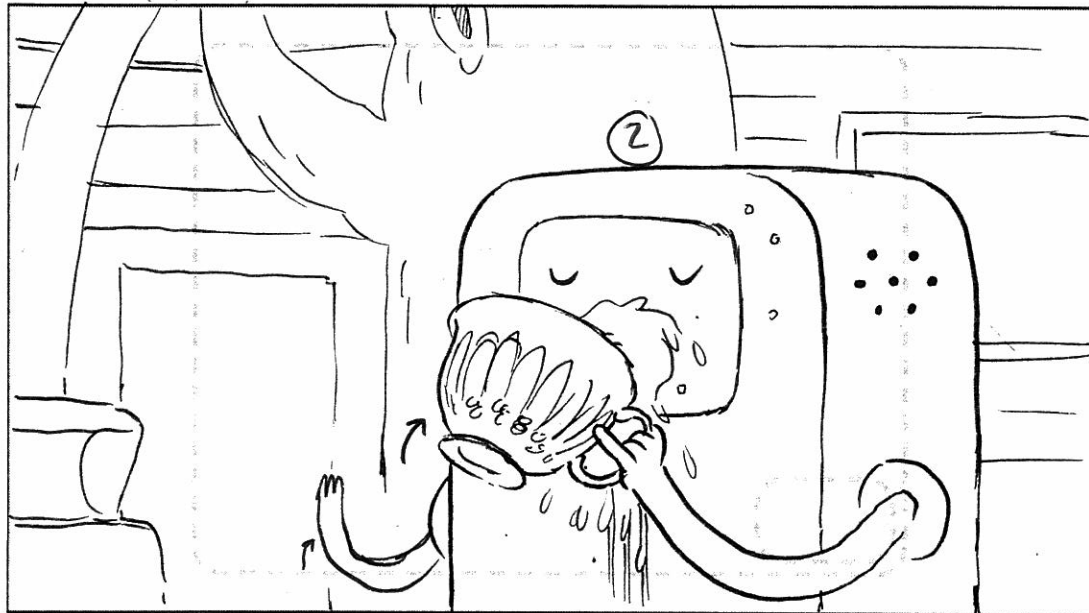
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ADVENTURE TIME

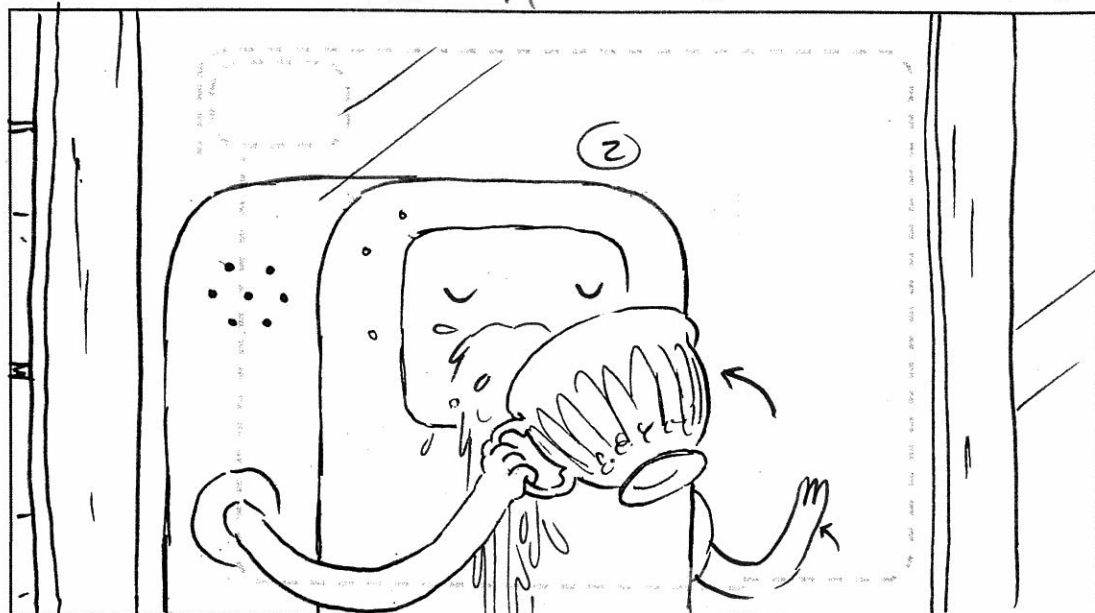


Page 202

Sc. 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog: (B:) No no Football, like this -

(F:) Like this ?

Action:

Timing:



EPISODE # 1014-107

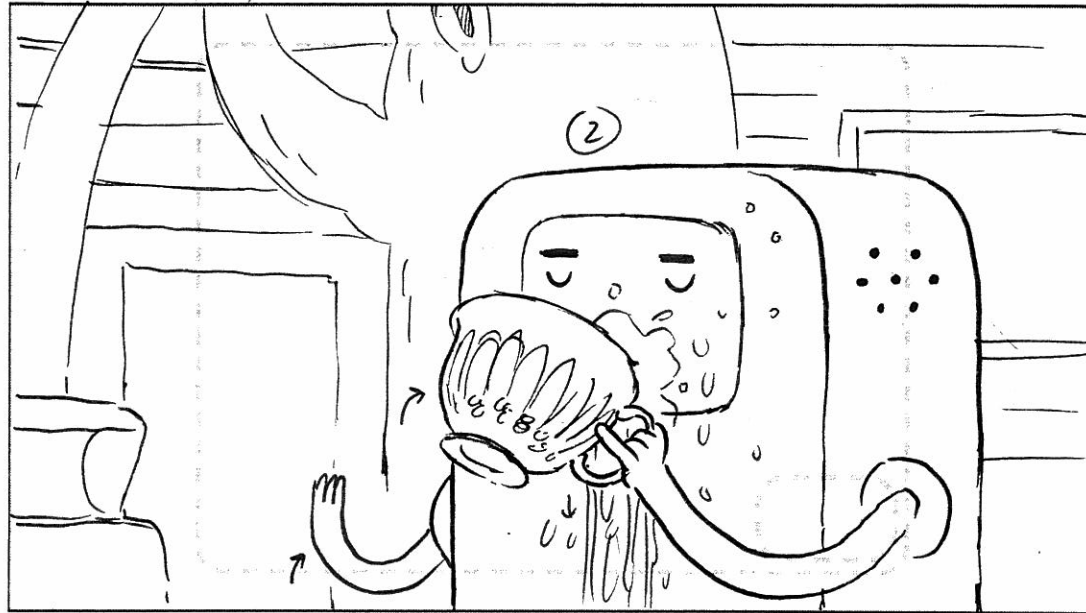
B22

ADVENTURE TIME

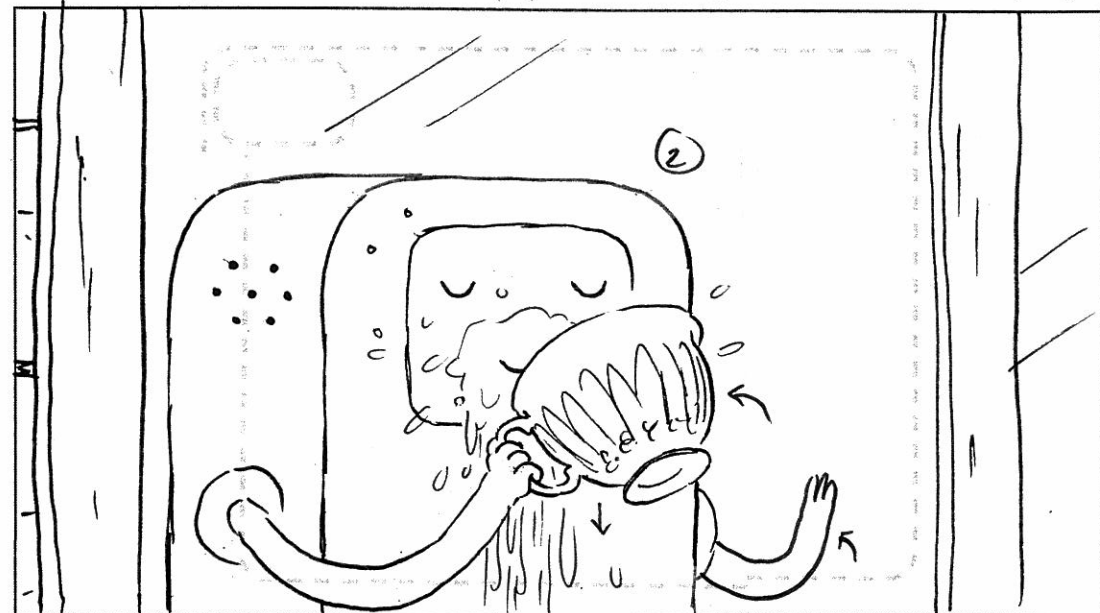


Page 203

Sc. 147 Pnl. A Bg. day night



Sc. 148 Pnl. A Bg. day night

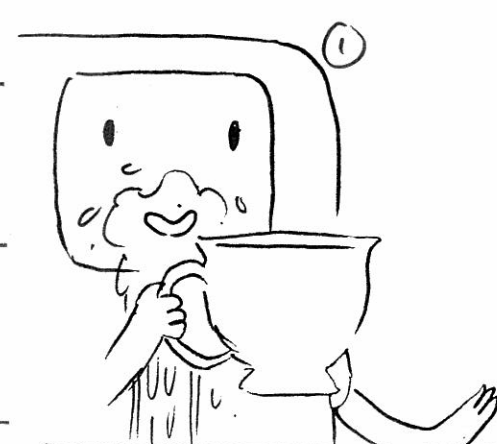


Dialog: (B) No, like this -

(F) Like this ?

Action:

Timing:



EPISODE # 1014-107

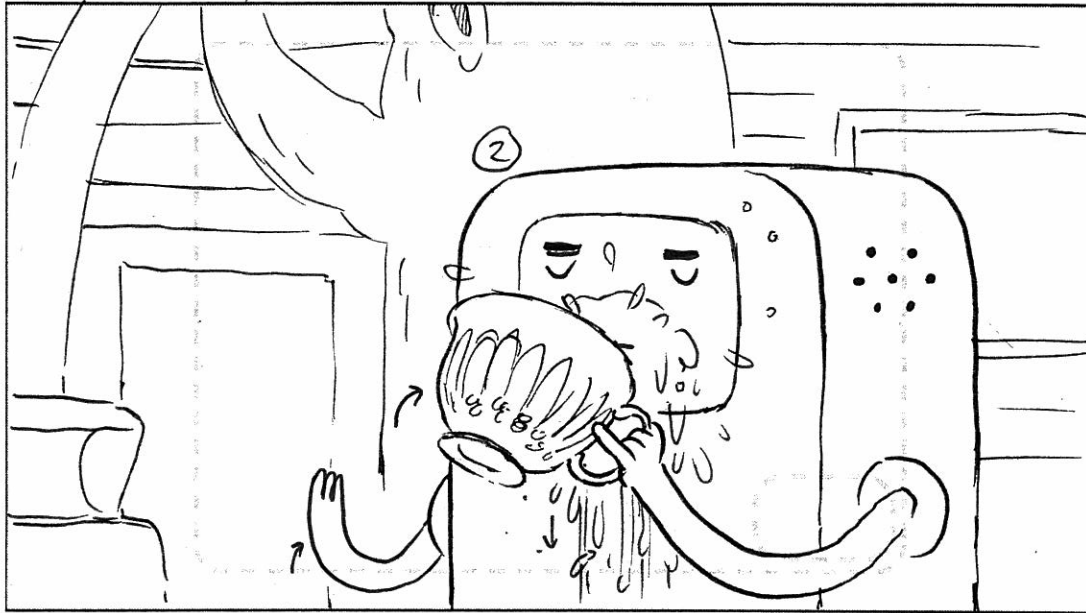
B23

ADVENTURE TIME

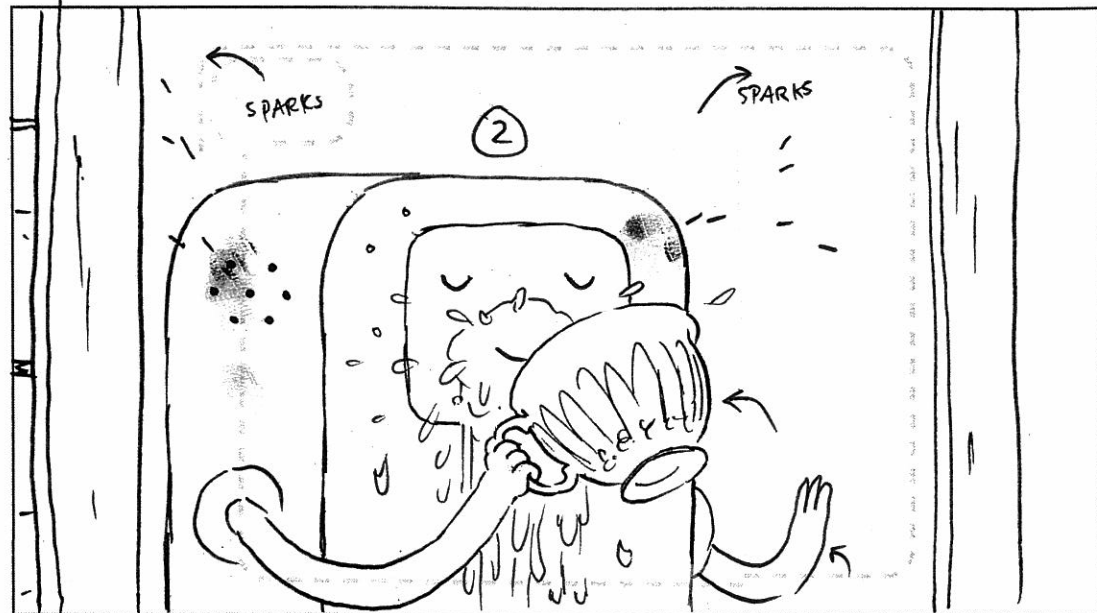


Page 204

Sc. 149 Pnl. A Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:

(B) No like this

Action:

cup moves a little faster

Timing:



(F) Like this ?

cup fast as scene before



EPISODE # 1014-107

B24

Production :

ADVENTURE TIME

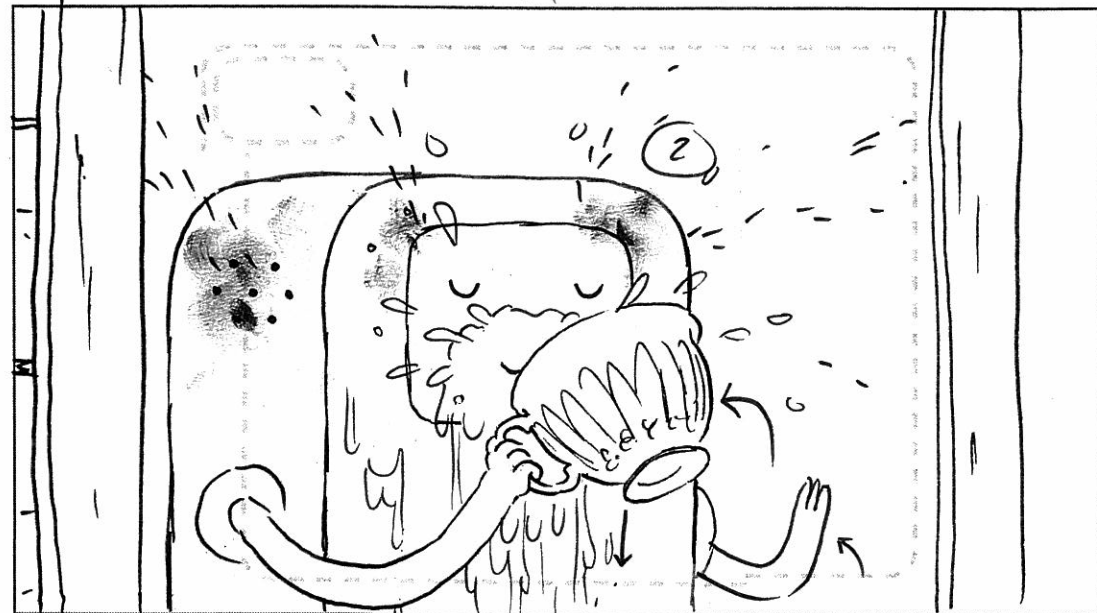


Page 205

Sc. 151 Pnl. A Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:

(B:) Like this.

Action: Some sparks during
(1), but not many. Lots
more start on (2) (all scenes)

Timing: cup moves faster
still



(F:) Like this?

cup fast as
← scene
before



EPISODE # 1014-107

B25

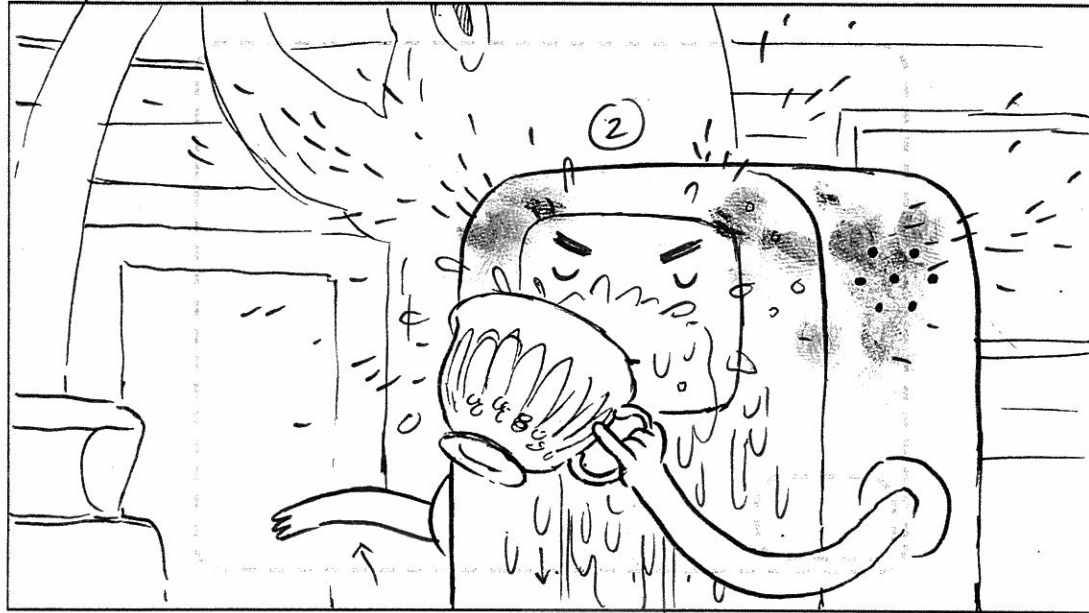
Production :

ADVENTURE TIME

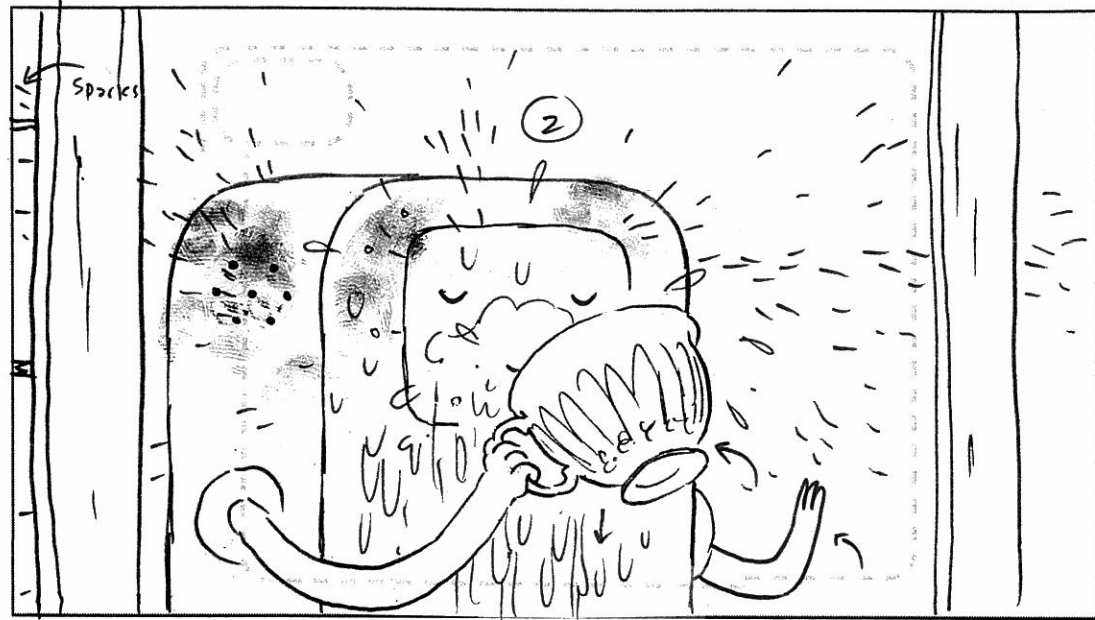


Page 206

Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



Dialog: (B) LIKE THIS

Action: fast cup

Timing:



(F) Like this right?

Cup past as scene before



EPISODE # 1014-107

B26

ADVENTURE TIME

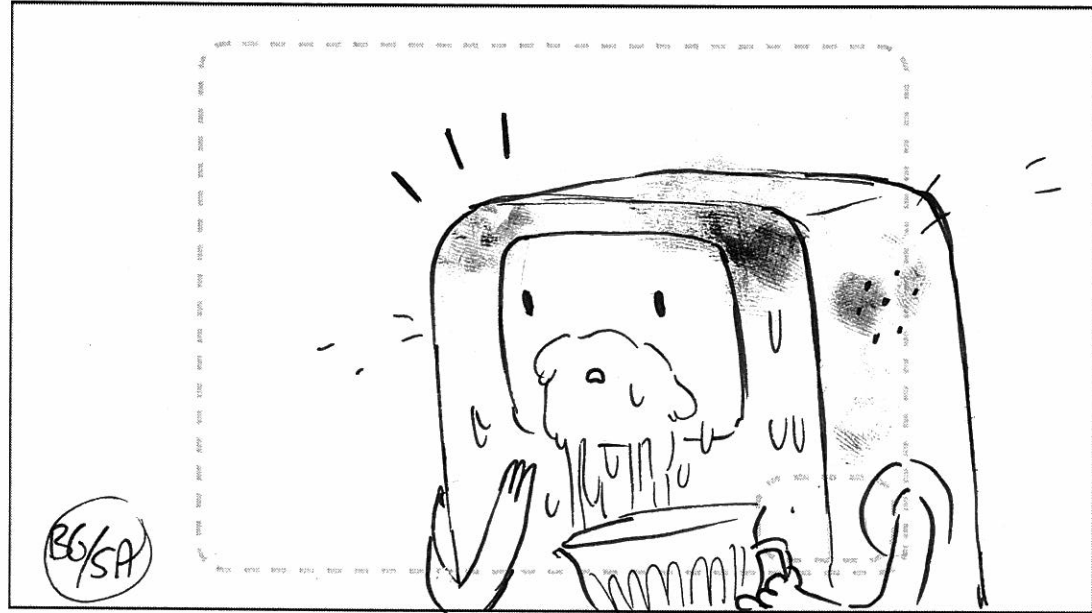


Page 207

Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:

(B:) No Football, do it like --

(B:) Huh?

Action:

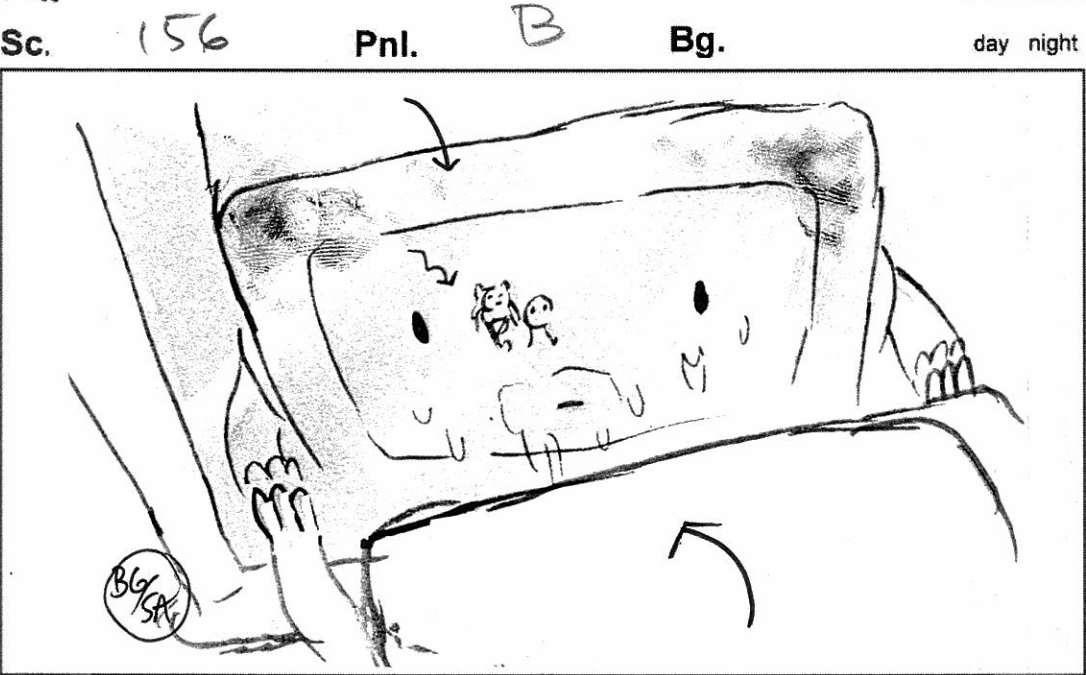
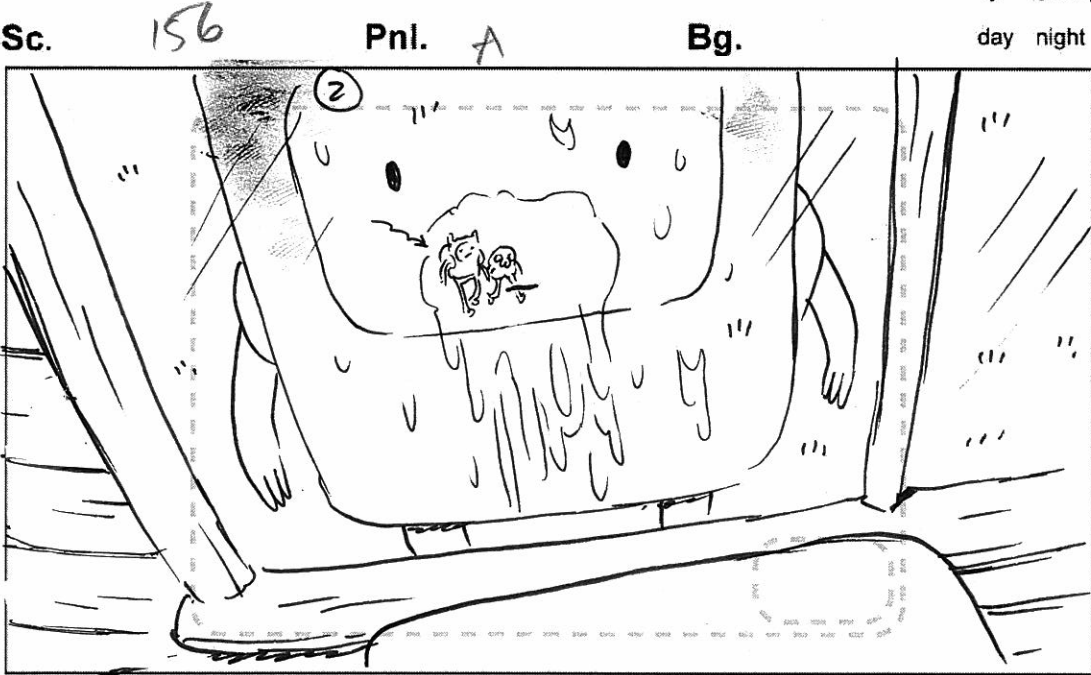
Timing:

EPISODE # 1014-107

Production :

827

ADVENTURE TIME



Dialog:	
Action:	
Timing:	



EPISODE #

Production :

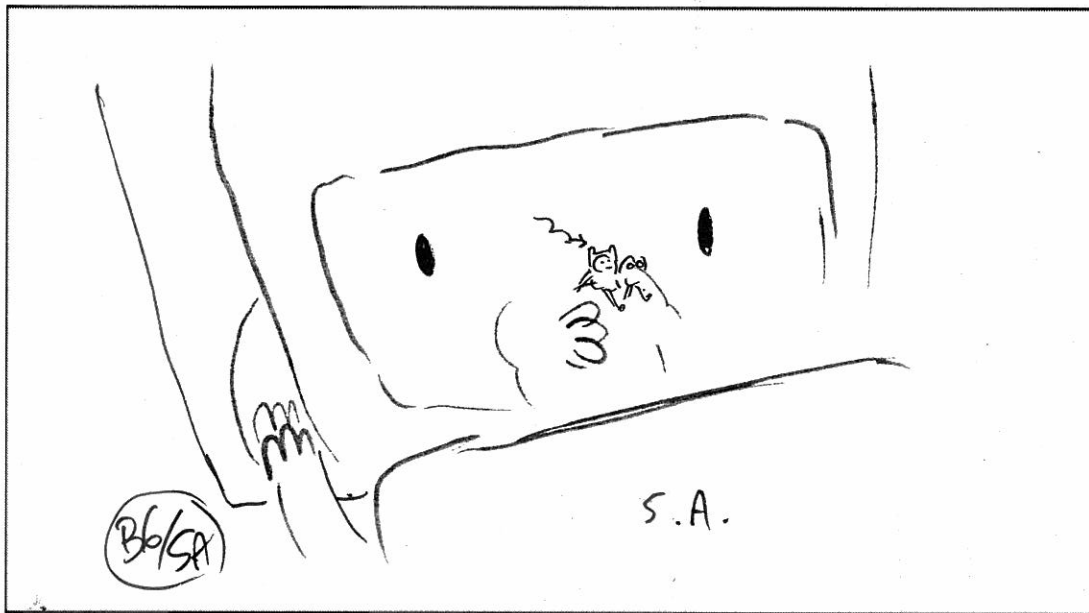
B28

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ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:	<p>(BMO) Pbbbbt!!</p> <p>(B) Sorry Football, lesson's over for tonight.</p>
Action:	<p>BMO blows raspberry</p>
Timing:	

EPISODE # 1014-107

B29

Production :

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ADVENTURE TIME



Page 210

Sc.

Pnl.

Bg.

day night

Sc.

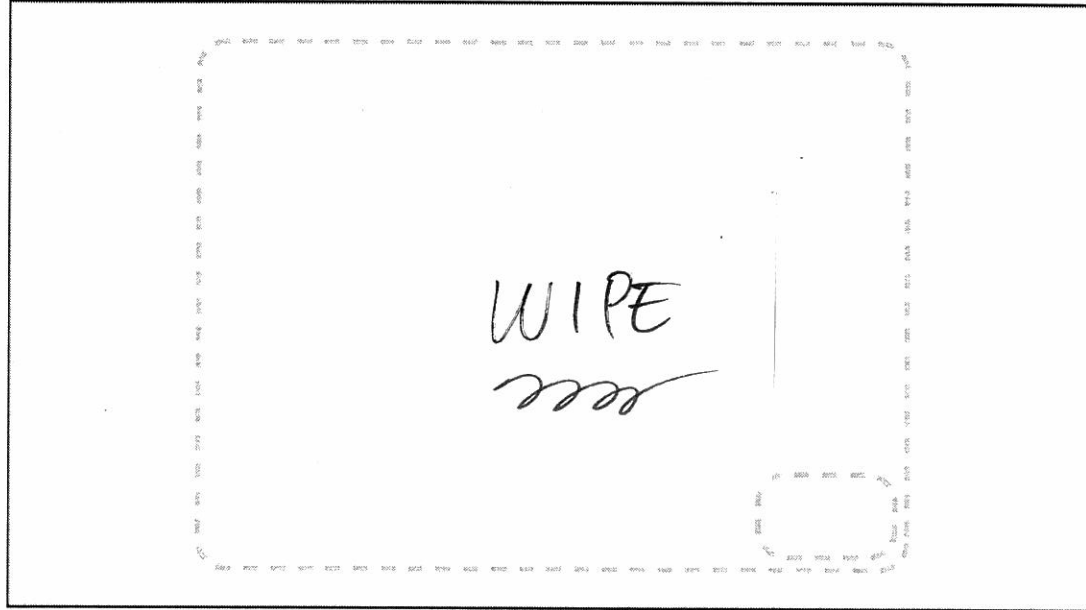
158

Pnl.

A

Bg.

day night



Dialog:

(F)(O.S.): *sigh*

Action:

Timing:

EPISODE # 1014-107

Production :

B30

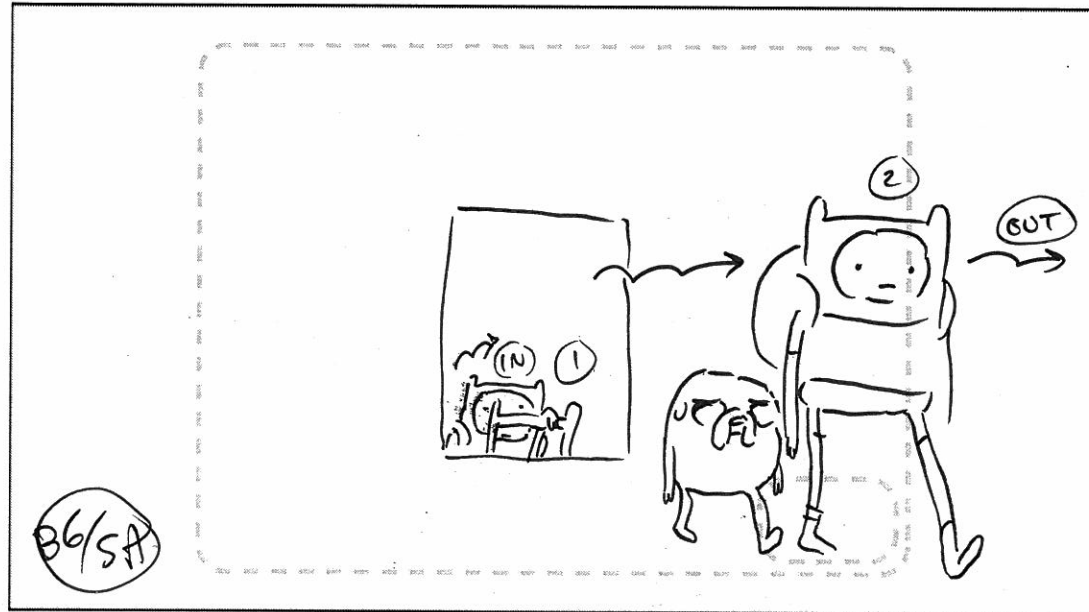
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ADVENTURE TIME

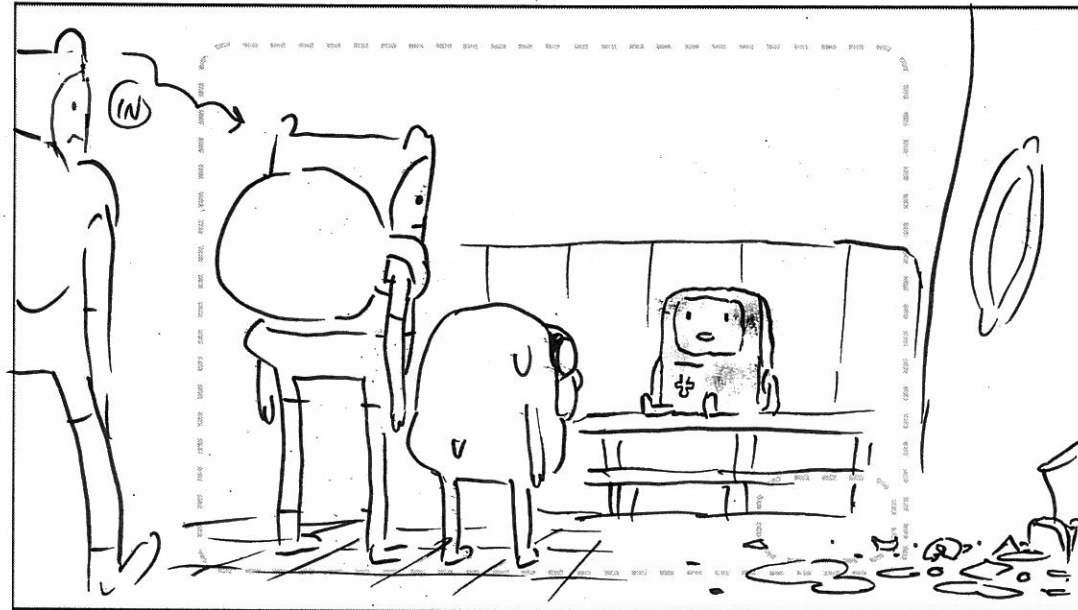


Page 211

Sc. 158 Pnl. B Bg. day night



Sc. 159 Pnl. A Bg. day night



Dialog:

(J) * sigh

(B) Why so glum felbs?

Action:

Timing:

EPISODE # 1014-107

Production :

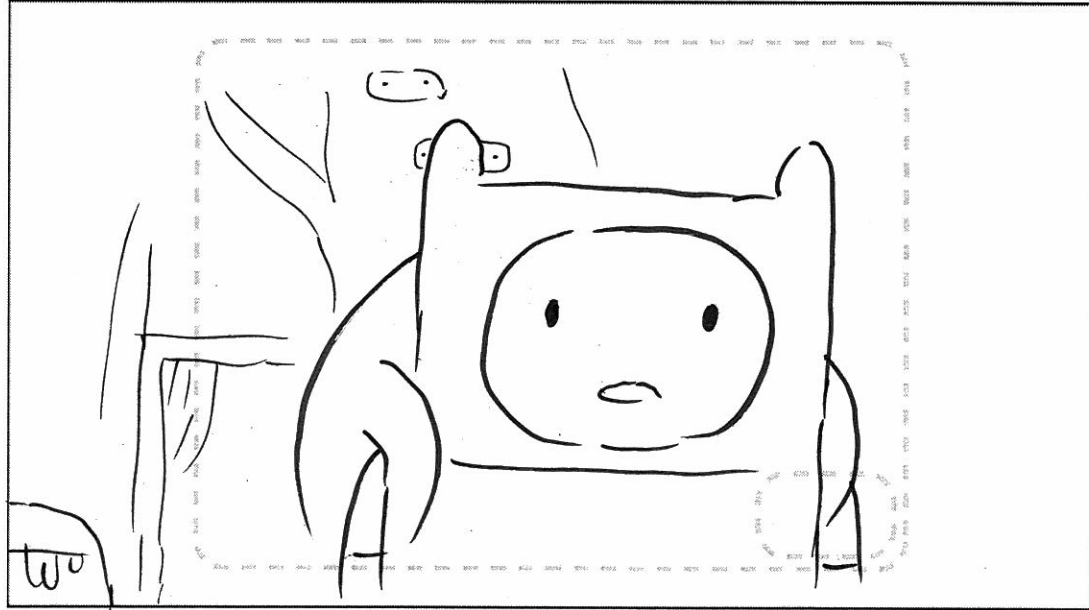
B31

ADVENTURE TIME

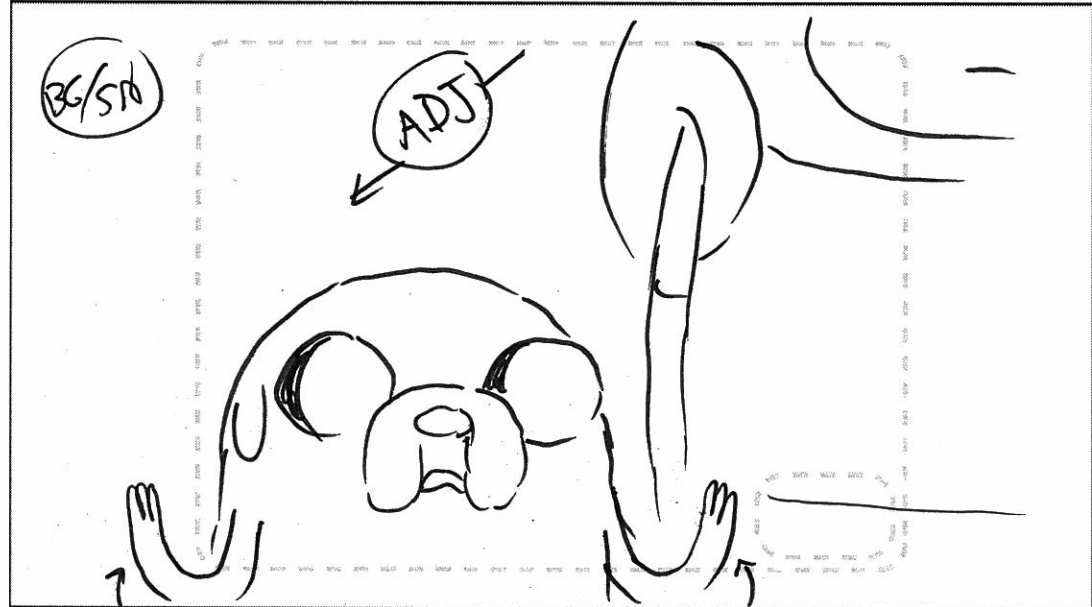


Page 212

Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



Dialog:

(F:) We stuck our thumbs in
almost every hole today.

Action:

Timing:

(J:) But we never felt
like good boys.

EPISODE # 1014-107

Production :

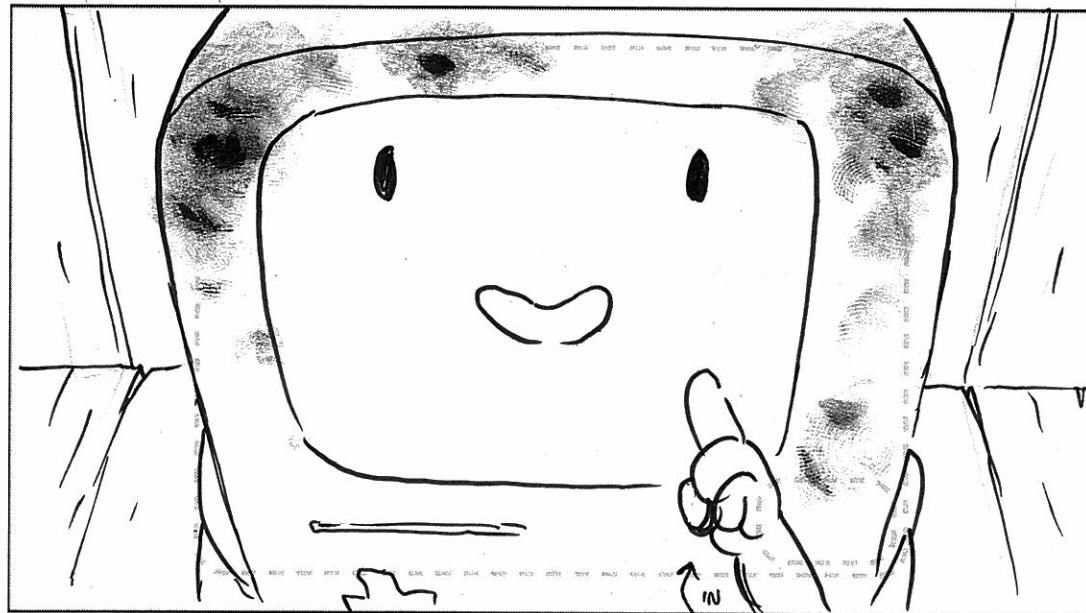
332

ADVENTURE TIME

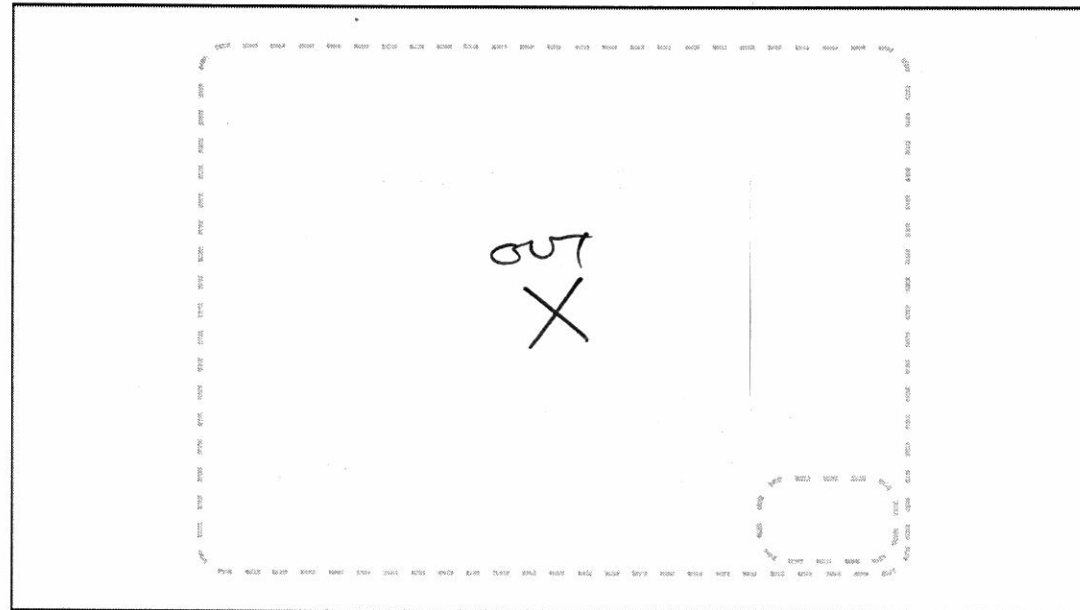


Page 213

Sc. 161 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BMO: Haha- I know a thing or two about good boys -

Action:

Timing:

EPISODE # 1014-107

B33

Production :

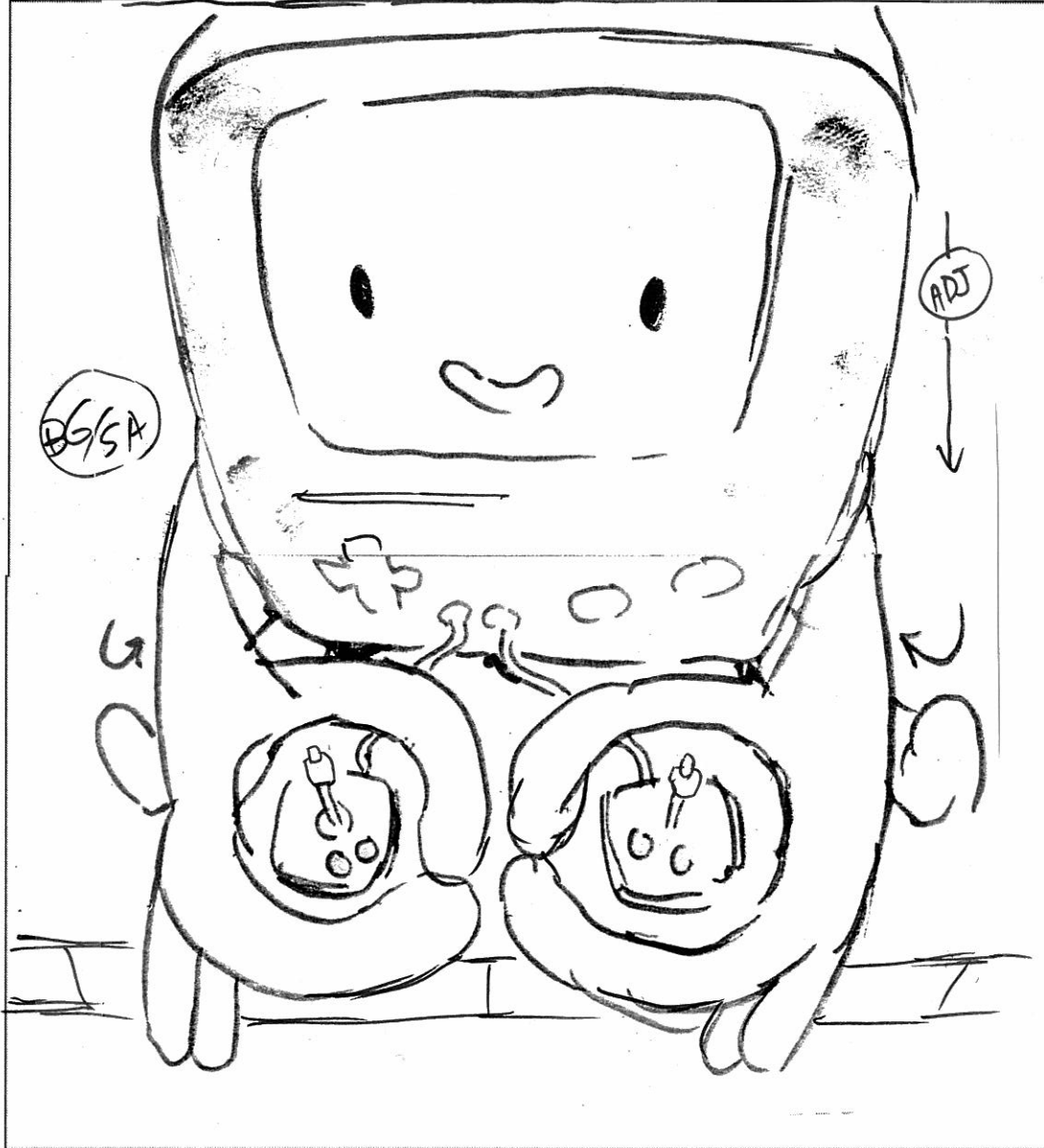
ADVENTURE TIME



Page 214
day night

Sc. 161 Pnl. B Bg. day night

Sc. Pnl. Bg. day night



Dialog:	(B:) Why don't you try sticking your thumbs in <u>these</u> holes -
Action:	
Timing:	

EPISODE # 1014-107

Production :

B34

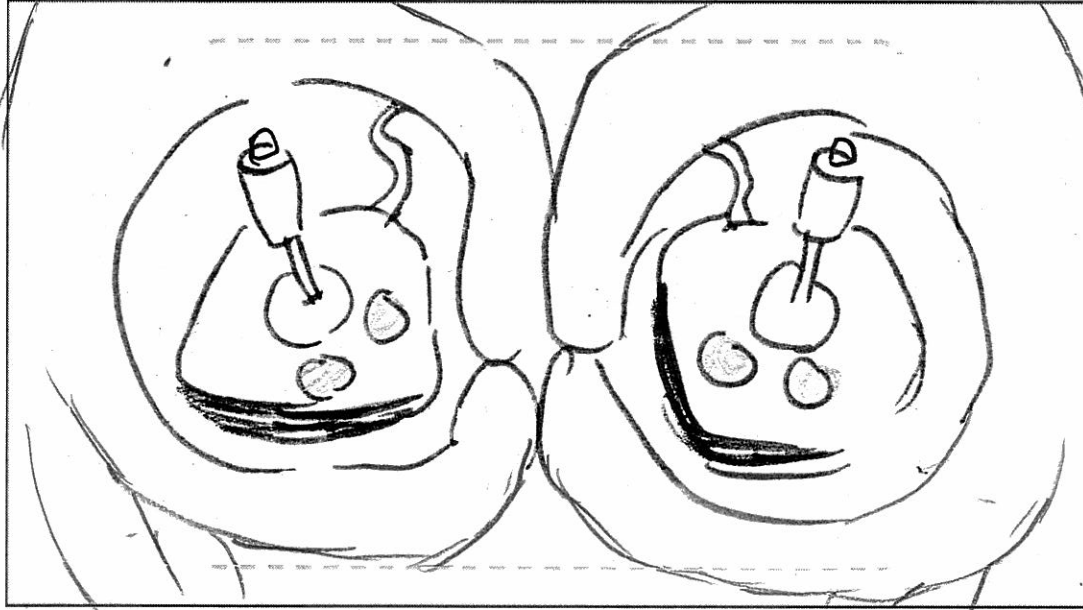
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ADVENTURE TIME

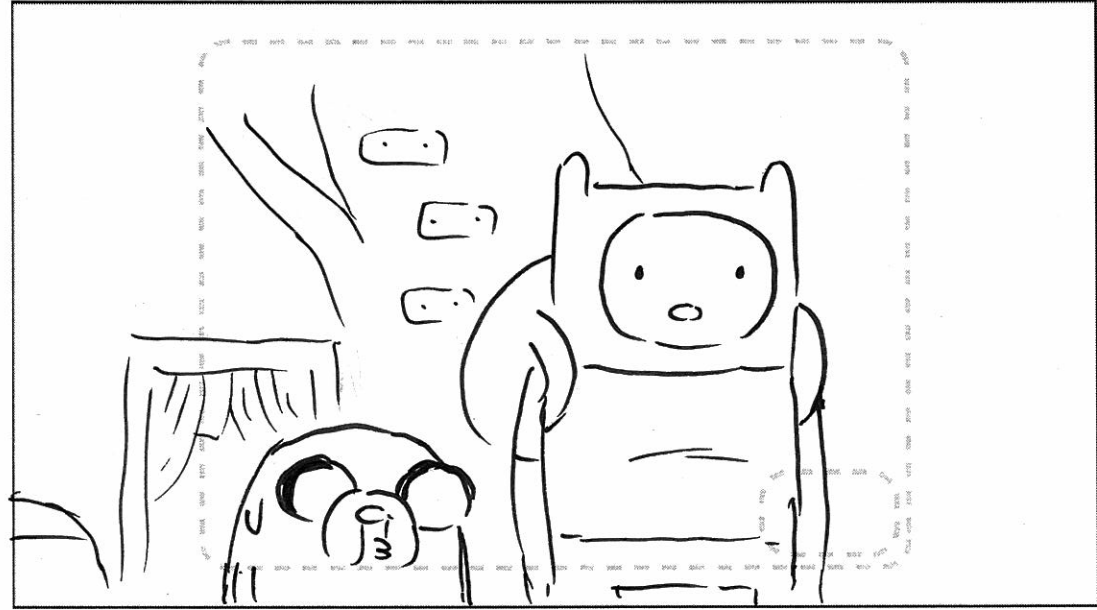


Page 215

Sc. 162 Pnl. A Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog:

(F:) controllers?

Action:

Timing:

EPISODE # 1014-107

B35

Production :

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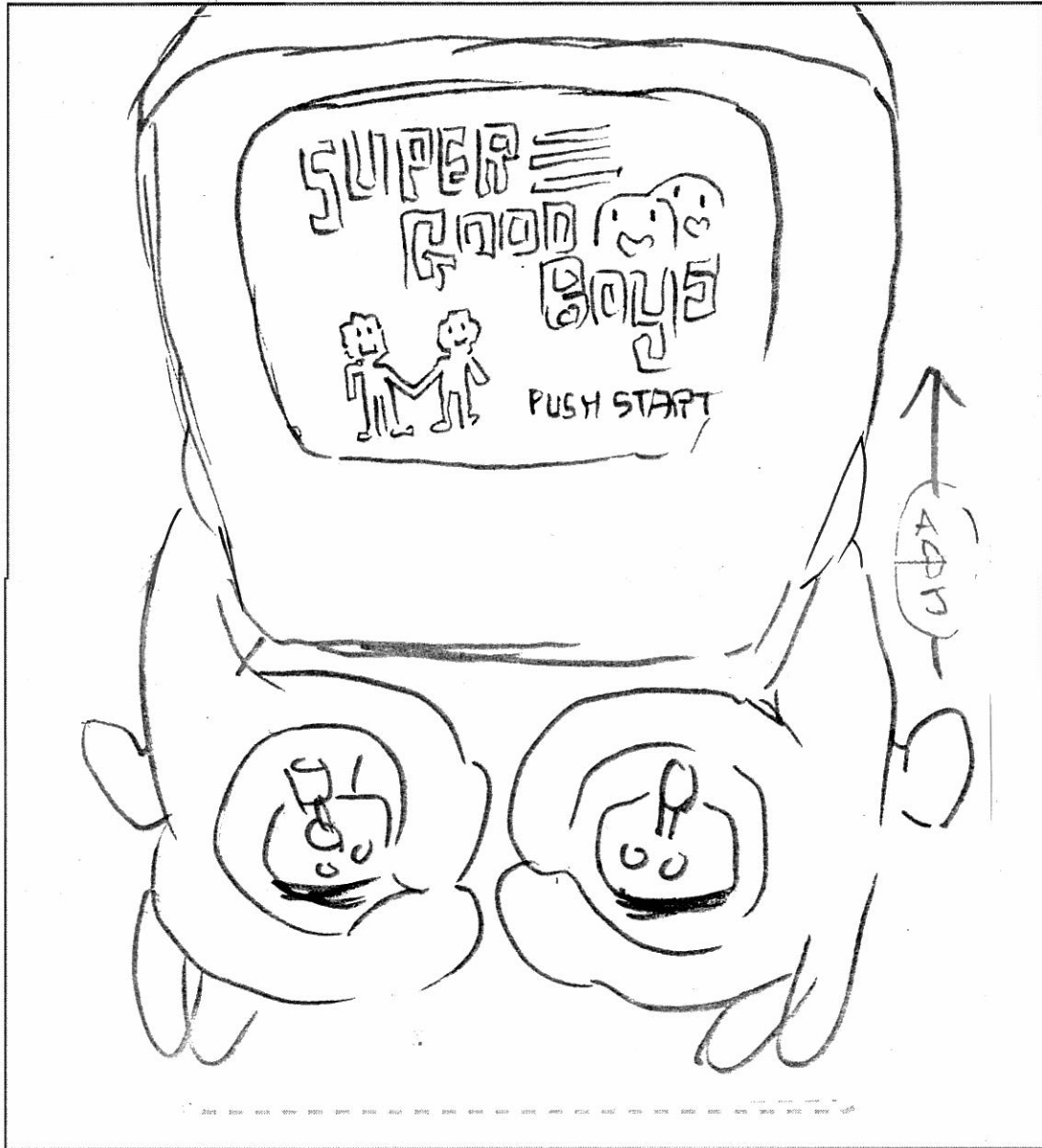
ADVENTURE TIME



Sc. 164 Pnl. A Bg.

day night Sc.

Pnl. Bg.



Dialog:
Action:
Timing:

EPISODE # 1014-107

Production :

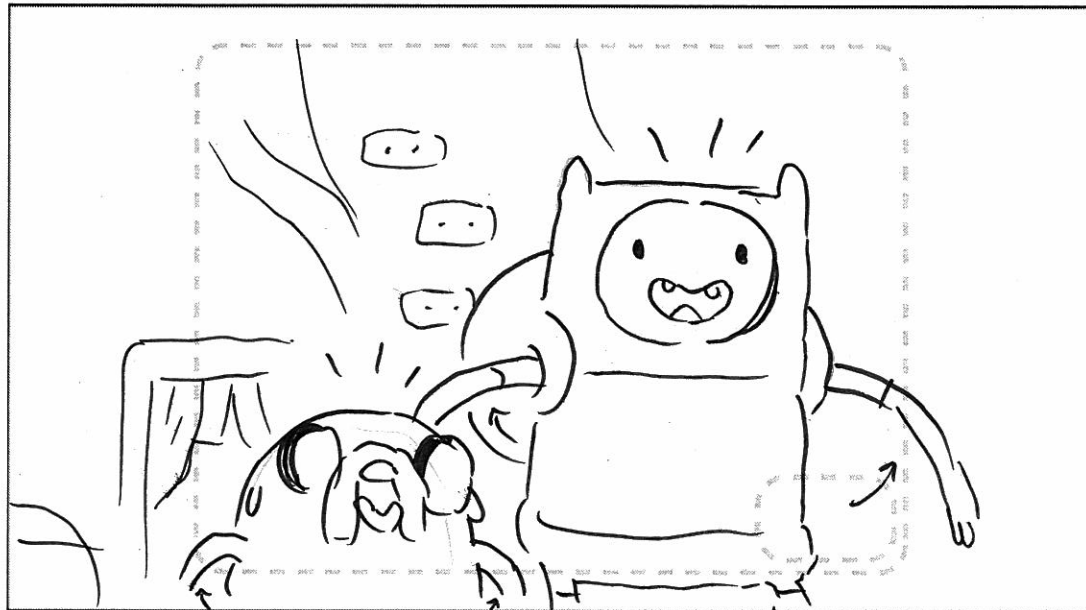
B36

ADVENTURE TIME

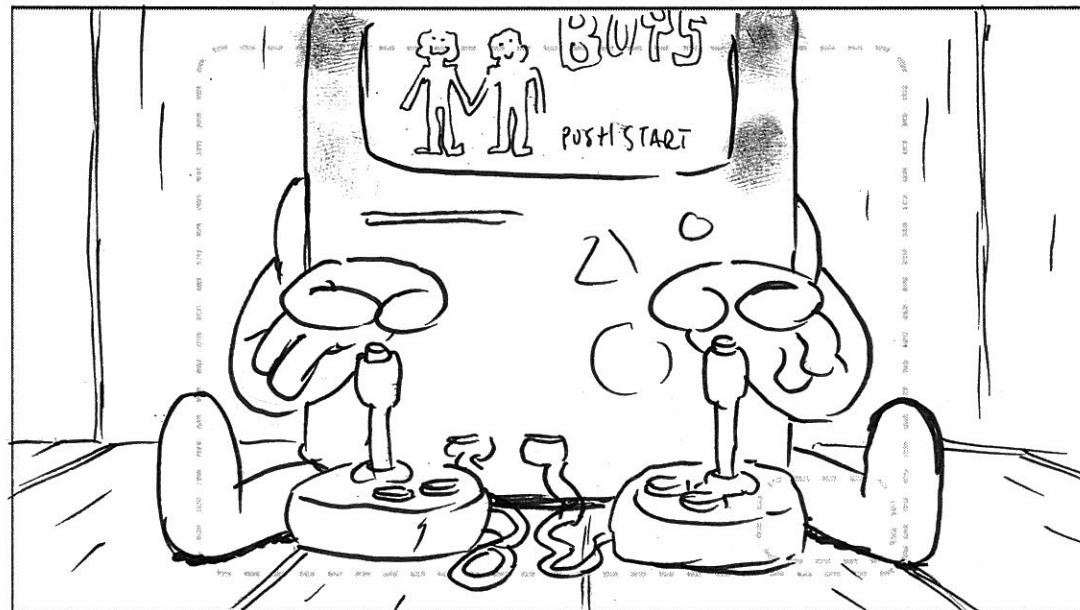


Page 217

Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

Hahr
(F:) Yeah! Super Good Boys!
(J:) Ha ha!

Action:

Timing:

1014-107
EPISODE #

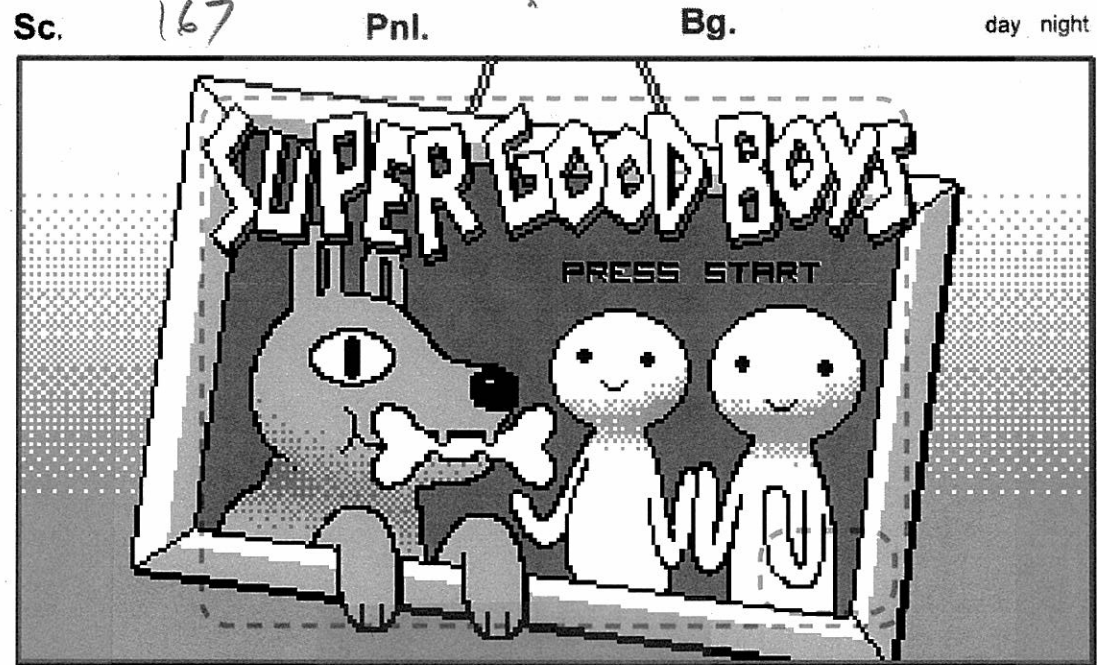
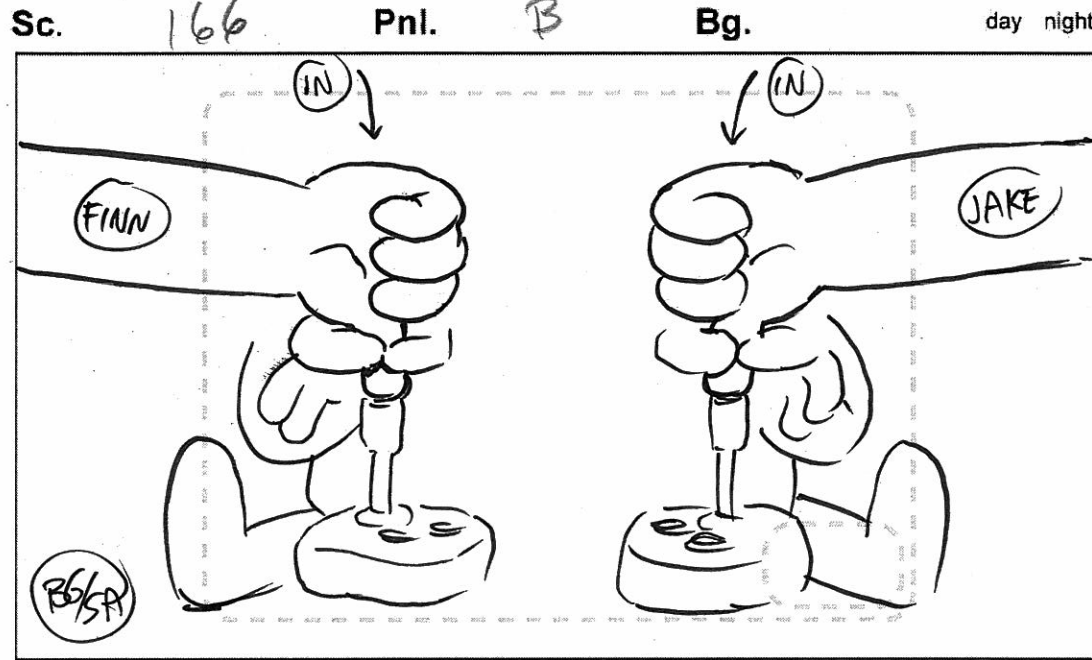
Production :

337

ADVENTURE TIME



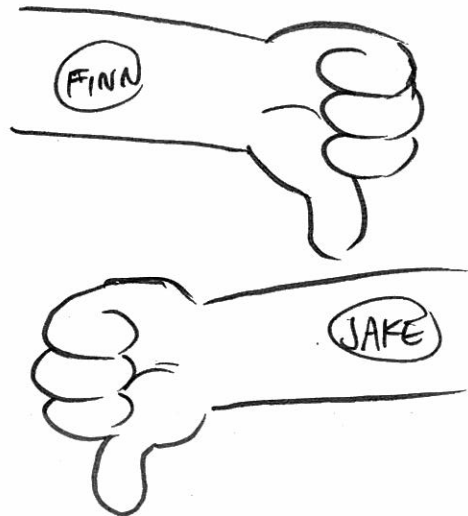
Page 218



Dialog: F+J: Bawmp!

Action:

Timing:



EPISODE # 1014-107

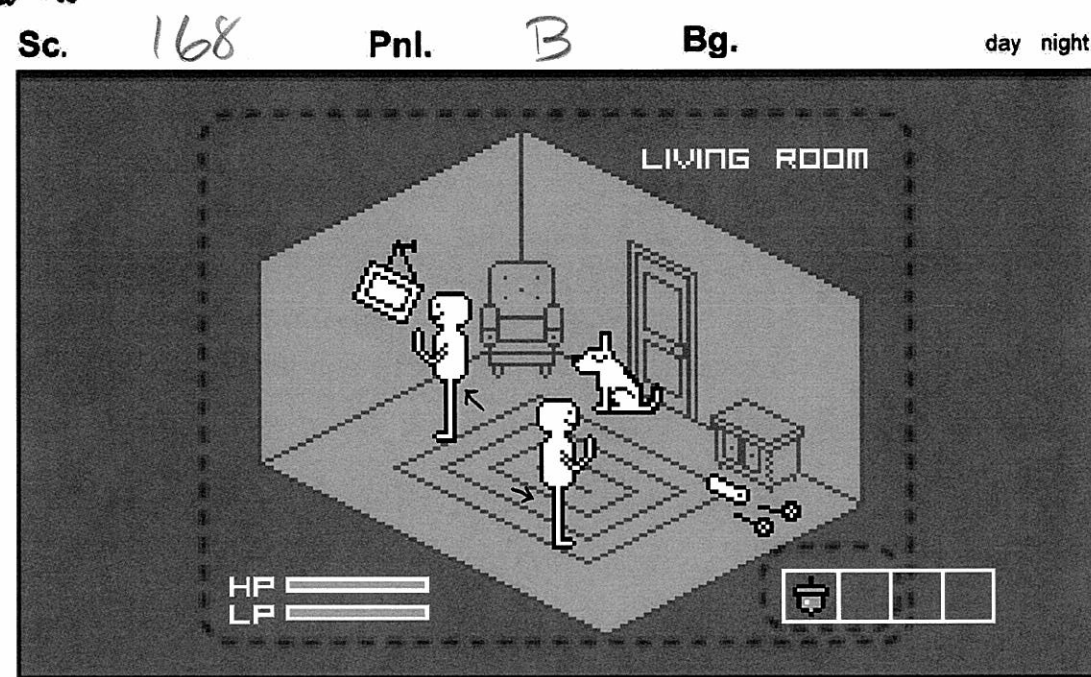
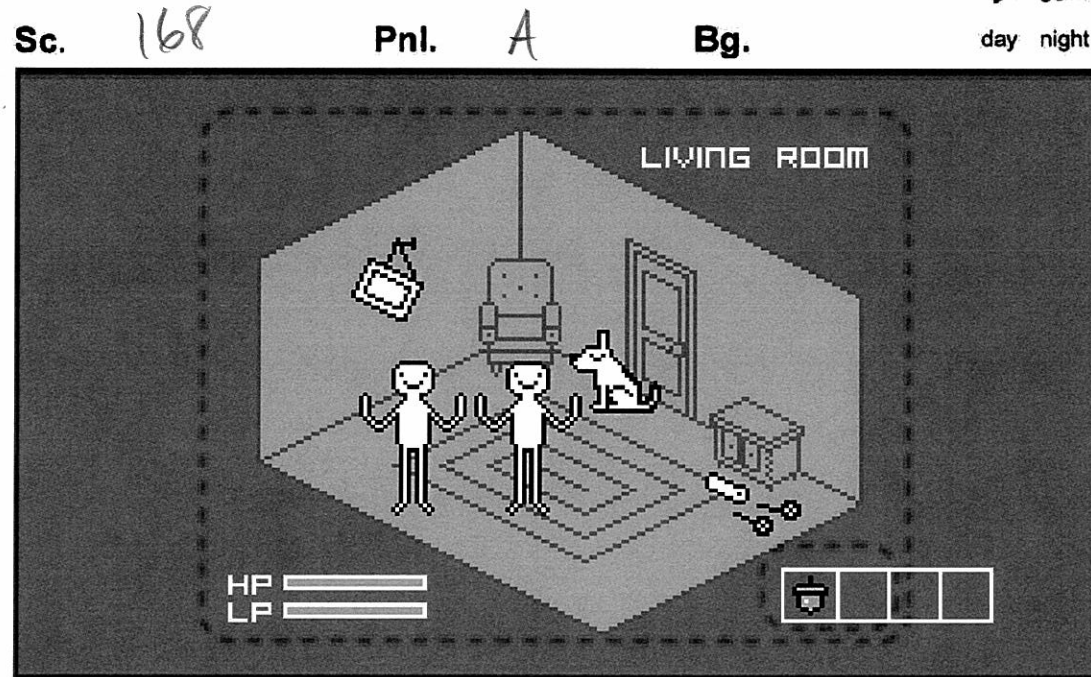
Production :

338

ADVENTURE TIME



Page 219



Dialog:

Action:

Timing:

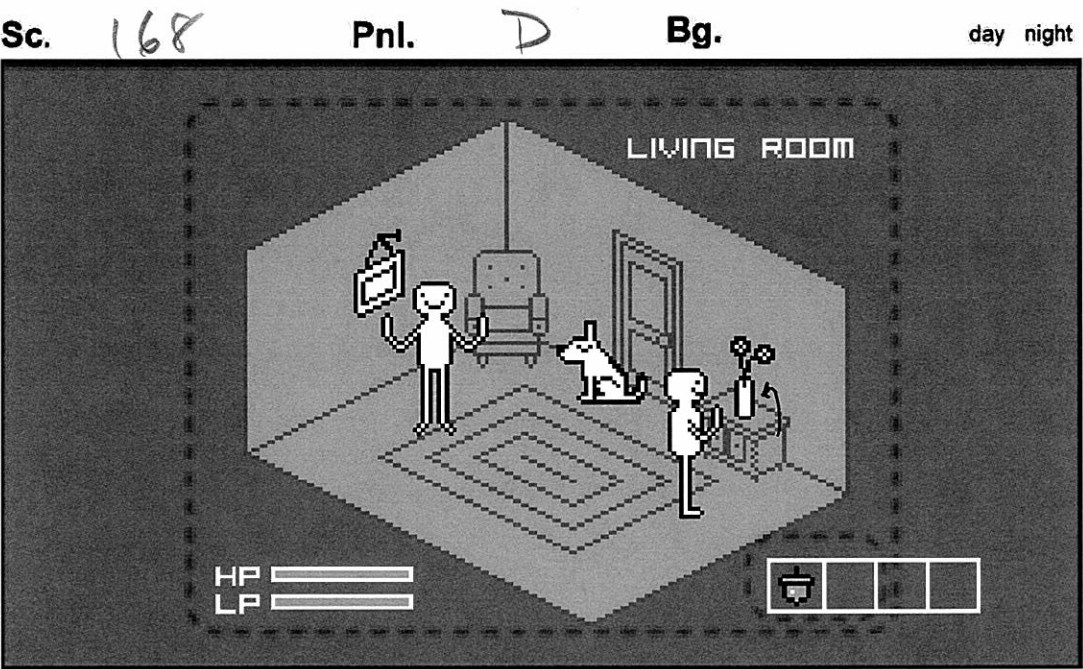
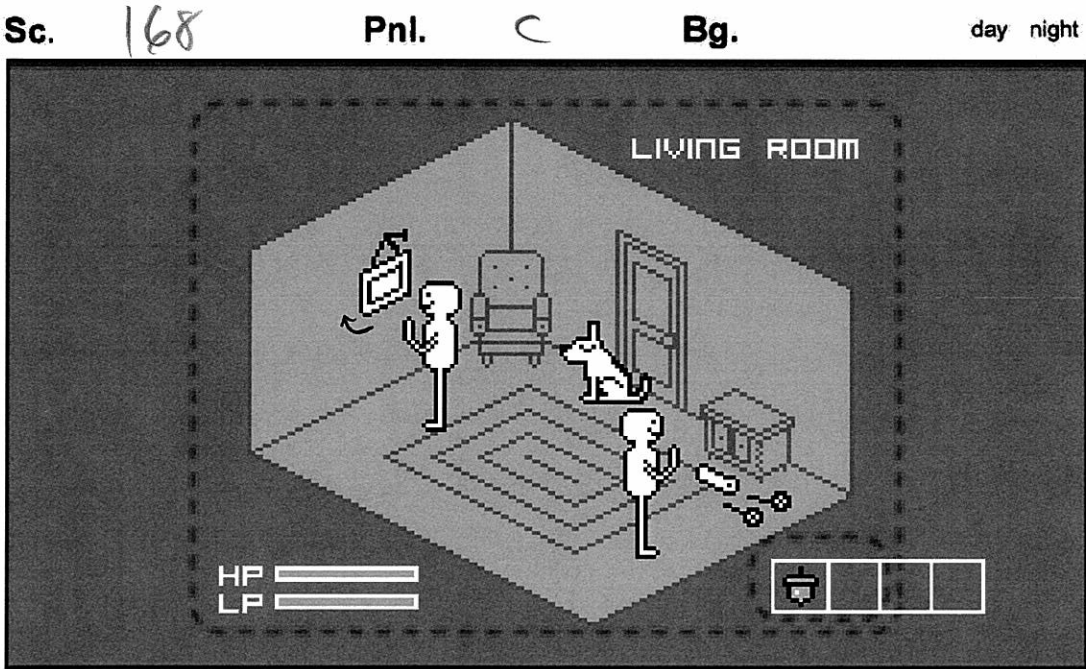
EPISODE # 1014-107

B39

Production :

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ADVENTURE TIME



Dialog:	
Action:	straightens picture on wall picks up flowers + vase
Timing:	

EPISODE # 1014-107

B4Q

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
				168	E		
<div>X OUT</div>				<div>FADE TO WHITE</div>			

Dialog:	(BMO) (V.O.) * giggling *
Action:	
Timing:	

EPISODE # 1014-107

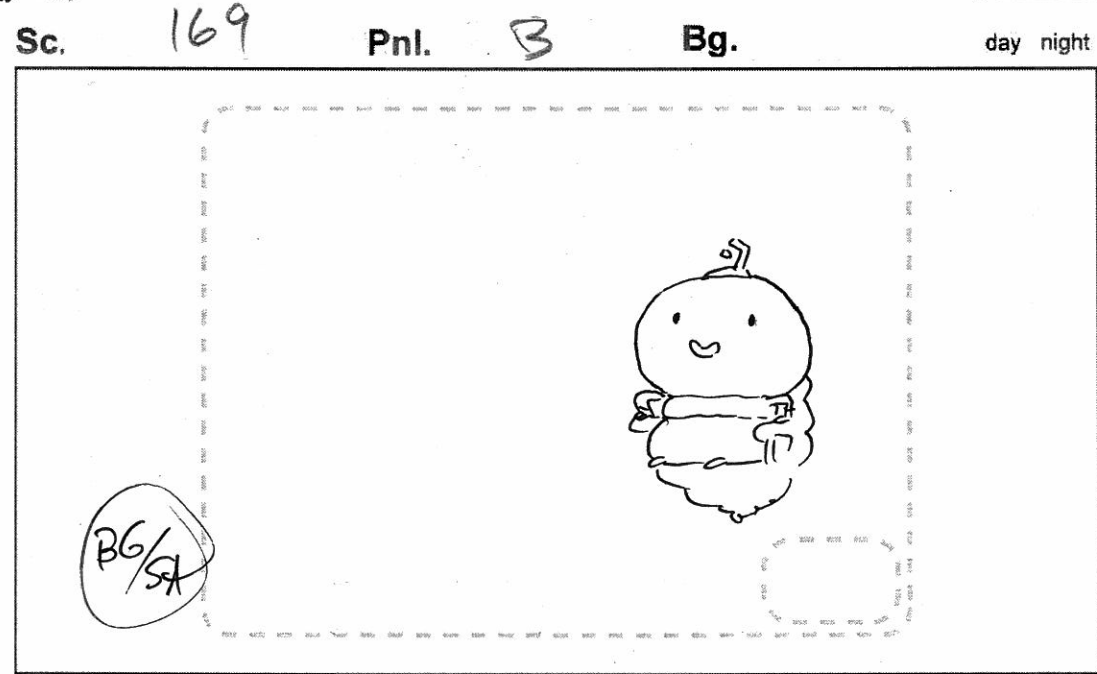
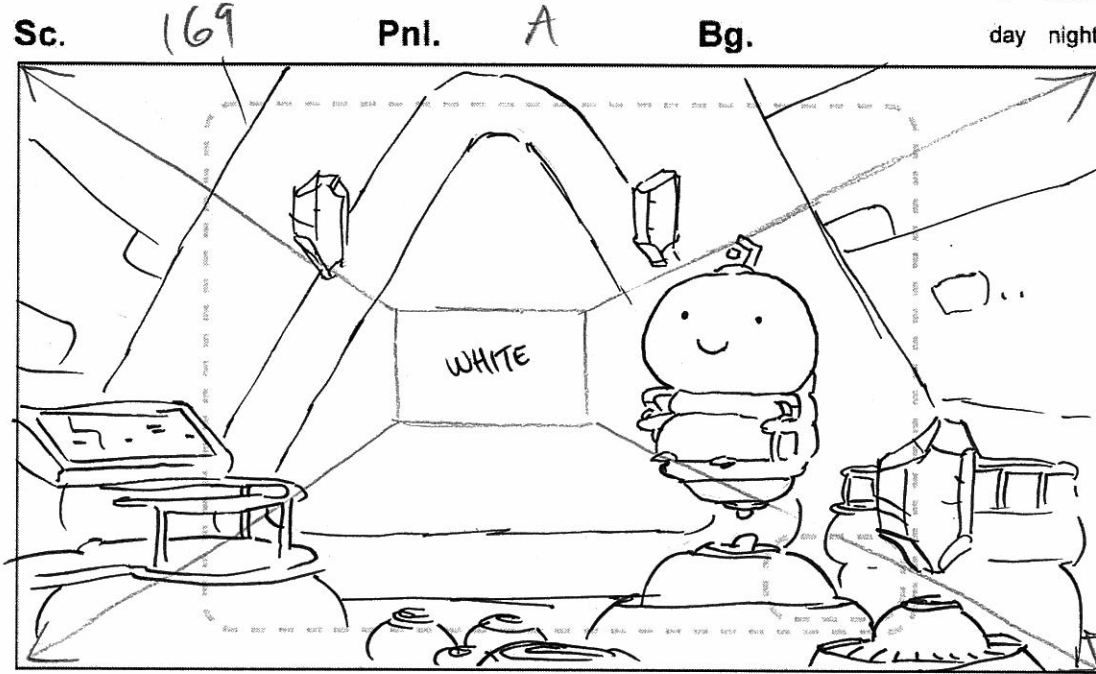
BYO.5

Production :

ADVENTURE TIME



Page 222



Dialog:

(c) So... did you guess the theme?

Action:

Timing:

Production :

EPISODE #

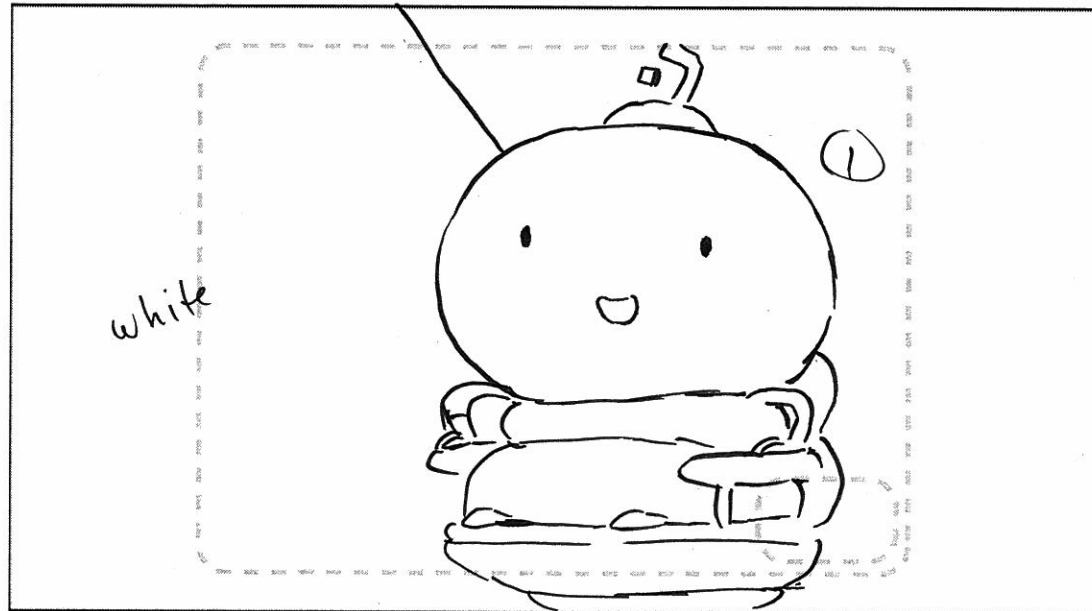
1014-107

ADVENTURE TIME

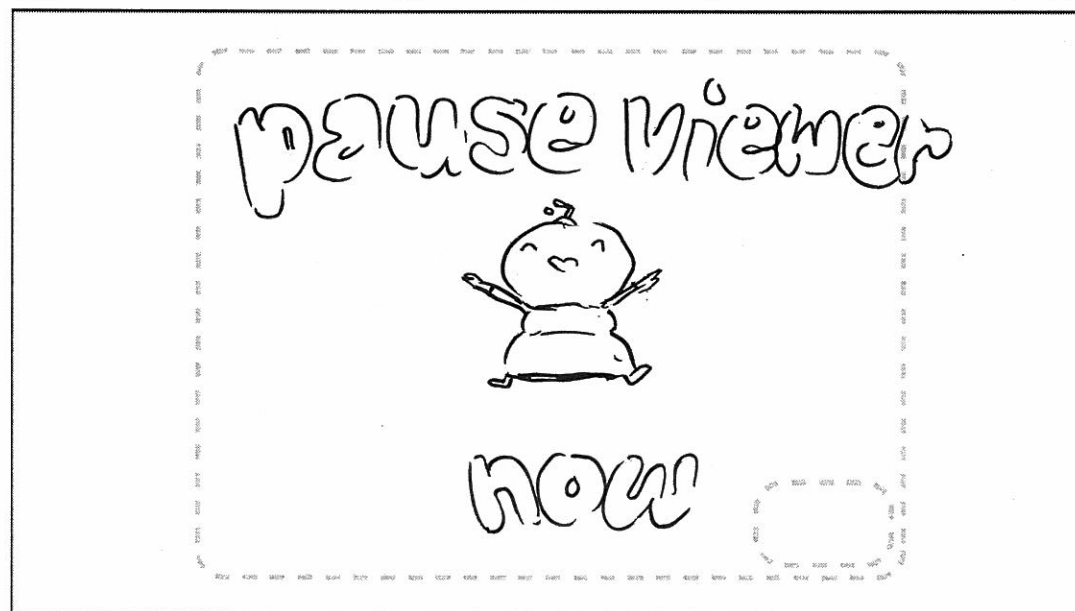


Page 223

Sc. 170 Pnl. A Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:	<p>① Go ahead</p> <p>② and pause your viewer now</p> <p>① if you need a few more graybels to think about it a little.</p>
Action:	
Timing:	



I guess it's not a card any more in the 1st graybels, but we should still make this one a card -Tom

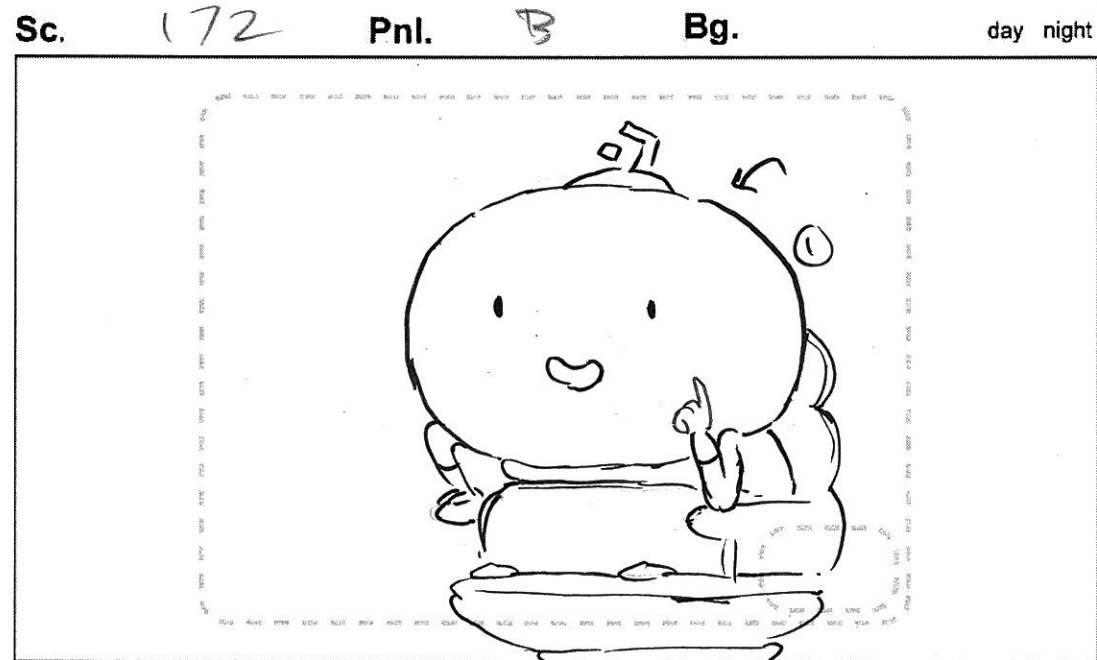
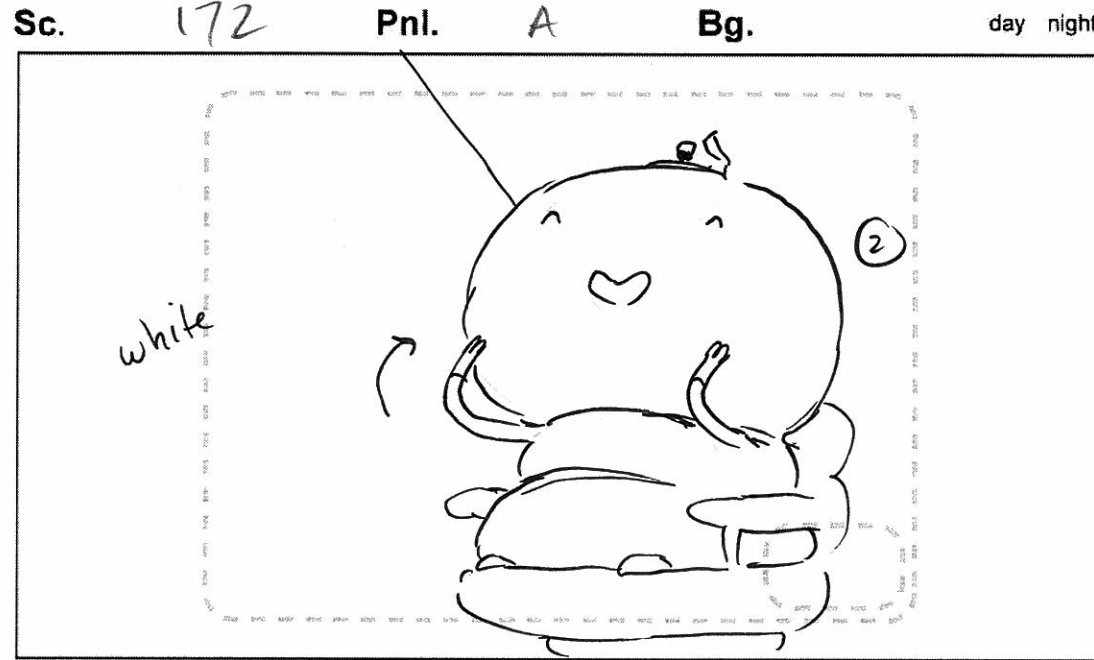
EPISODE #

Production :

ADVENTURE TIME



Page 224



Dialog:

(C) OH-HO!

Action:

Timing:



(C) (1) Now you've got it - I can tell.
(2) That's right: the theme is "the five tastes."



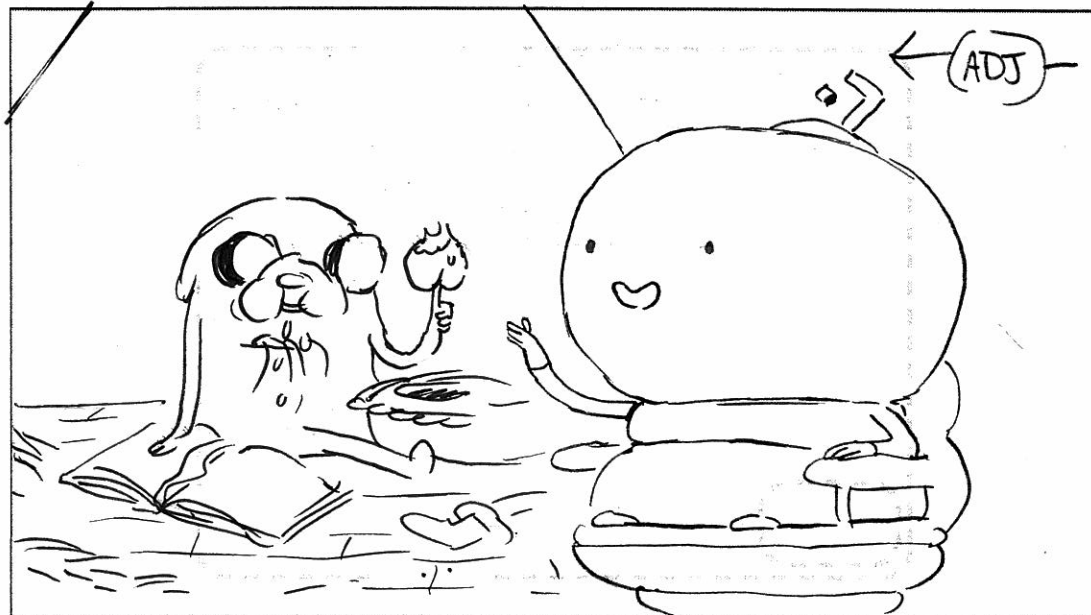
EPISODE # 1014-107

ADVENTURE TIME



Page 225

Sc. 172 Pnl. C Bg. day night



Sc. 173 Pnl. A Bg. day night



Dialog:

(C:) You see,

Jake ate a SWEET plum,

Action:

- Jake dissolves onto screen.
- Jake chews
- screen should be overlaid w/ color

-jake chewing

Timing:

matching each character's pyramid slice.

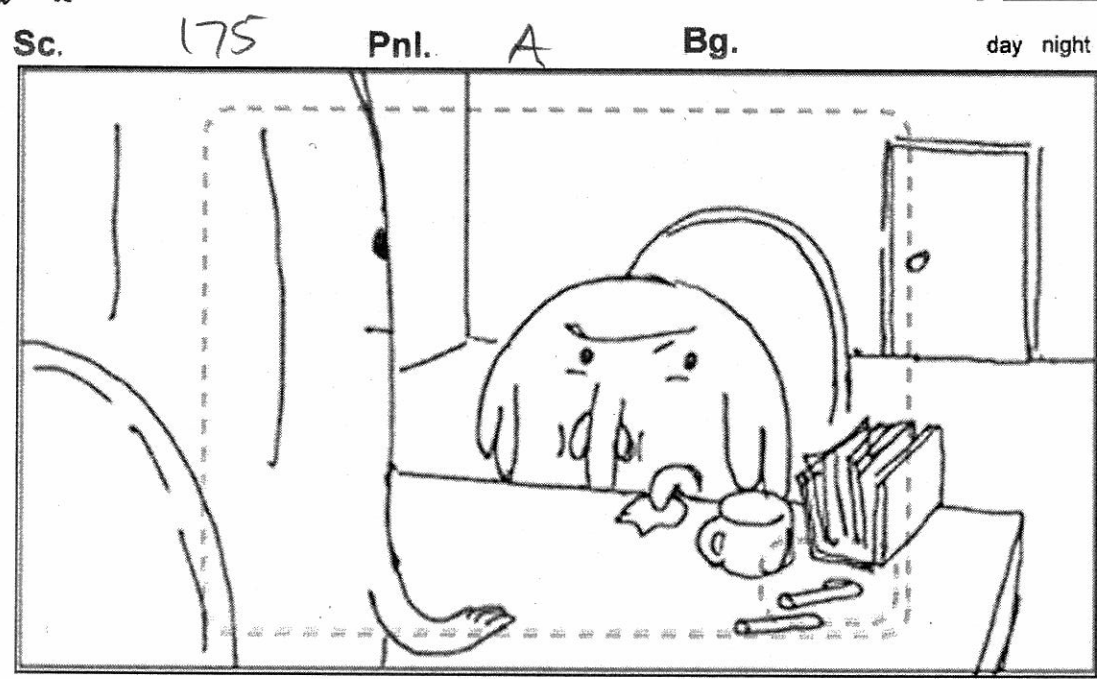
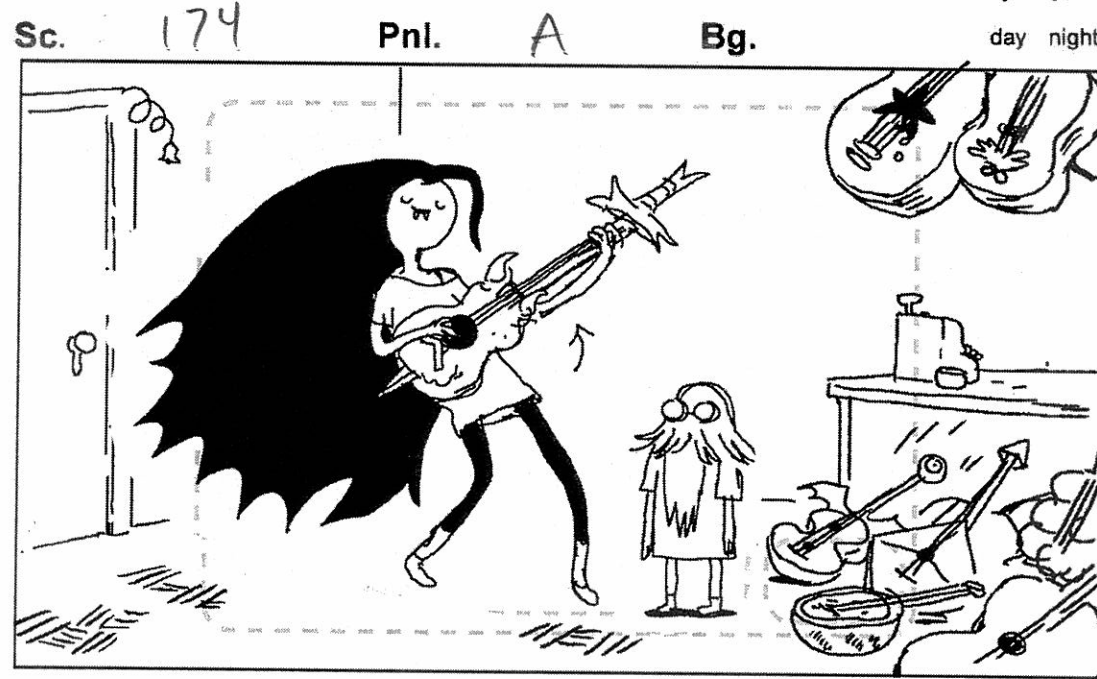
EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 226



Dialog:

(C:V.O.) Marceline played
SAVORY licks -

Action:

Timing:

(C:V.O.) Tree Trunks had a SOUP
taste inside her mouth,
oh my.

EPISODE #

Production :

ADVENTURE TIME

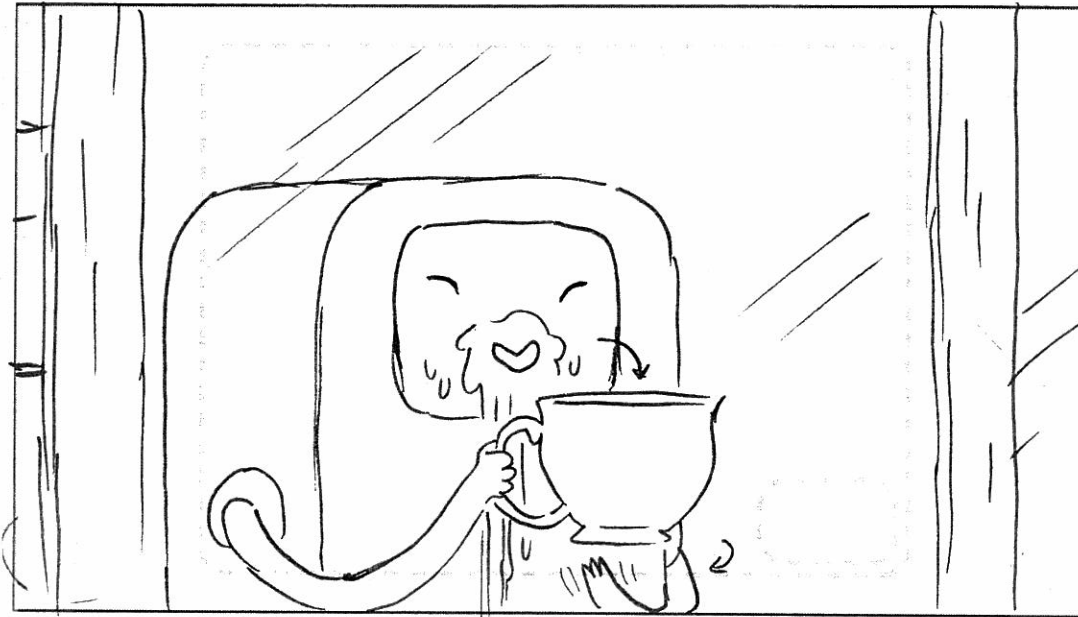


Page 227

Sc. 176 Pnl. A Bg. day night



Sc. 177 Pnl. A Bg. day night



Dialog: - (C:) Gunter wanted to drink the salty tears,

(C:) and Football's tea....
was BITTER, haha!

Action:

Timing:

EPISODE # 1014-107

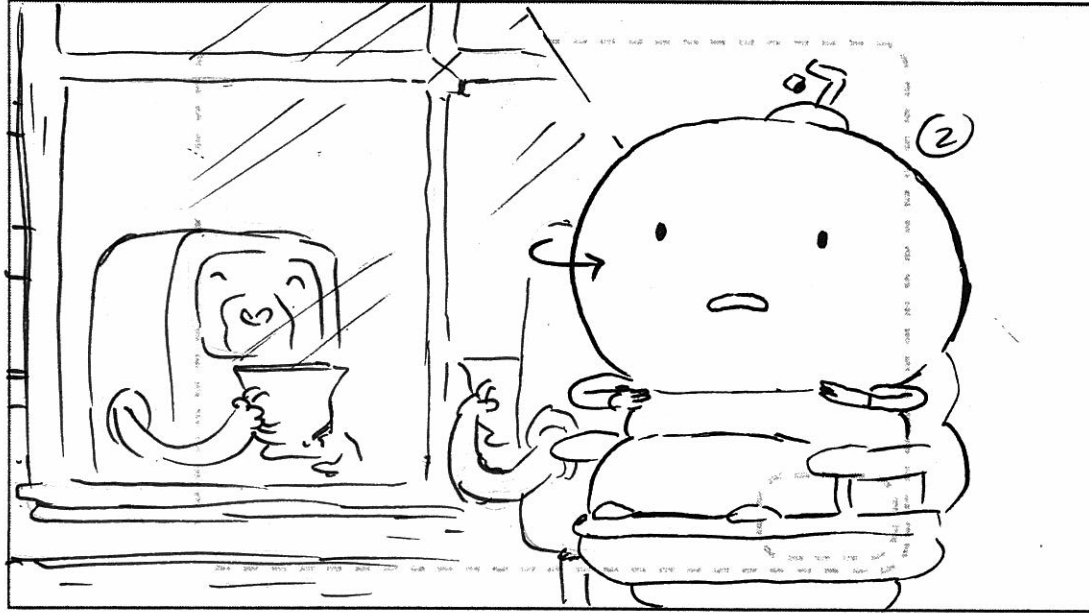
Production :

ADVENTURE TIME

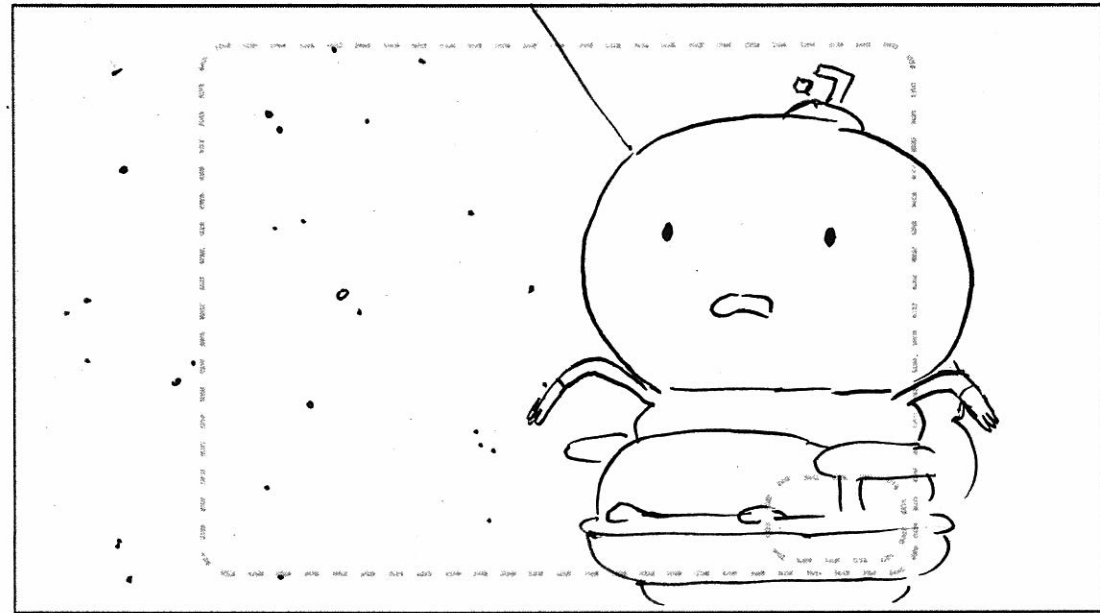


Page 228

Sc. 178 Pnl. A Bg. day night



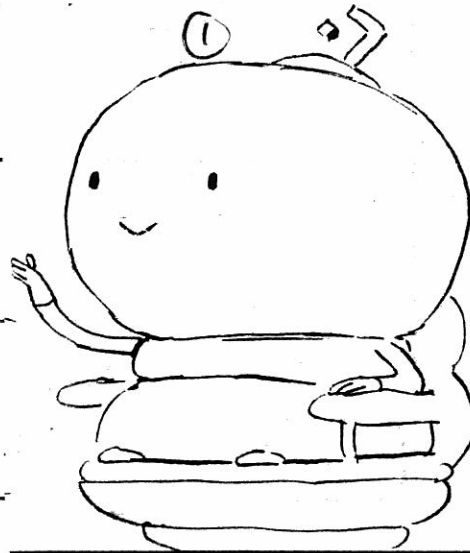
Sc. 178 Pnl. B Bg. day night



Dialog: (C:) Huh? What?
what's that
you say?

Action:

Timing:



You thought the theme was
"the five fingers"?

penguin shot dissolves into stars.

Production :

EPISODE #

1014-107

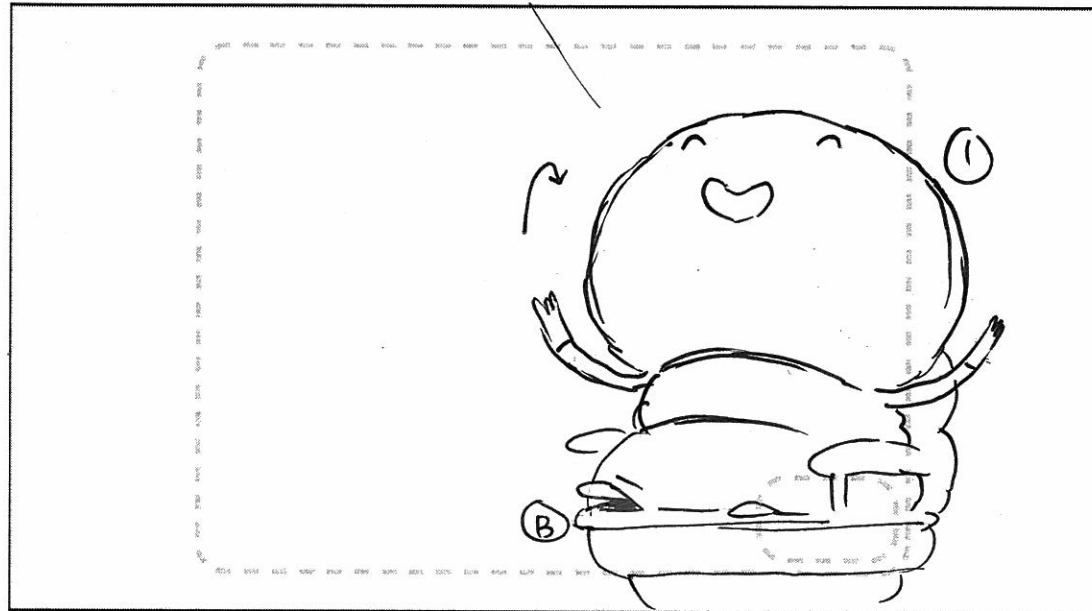
7

ADVENTURE TIME

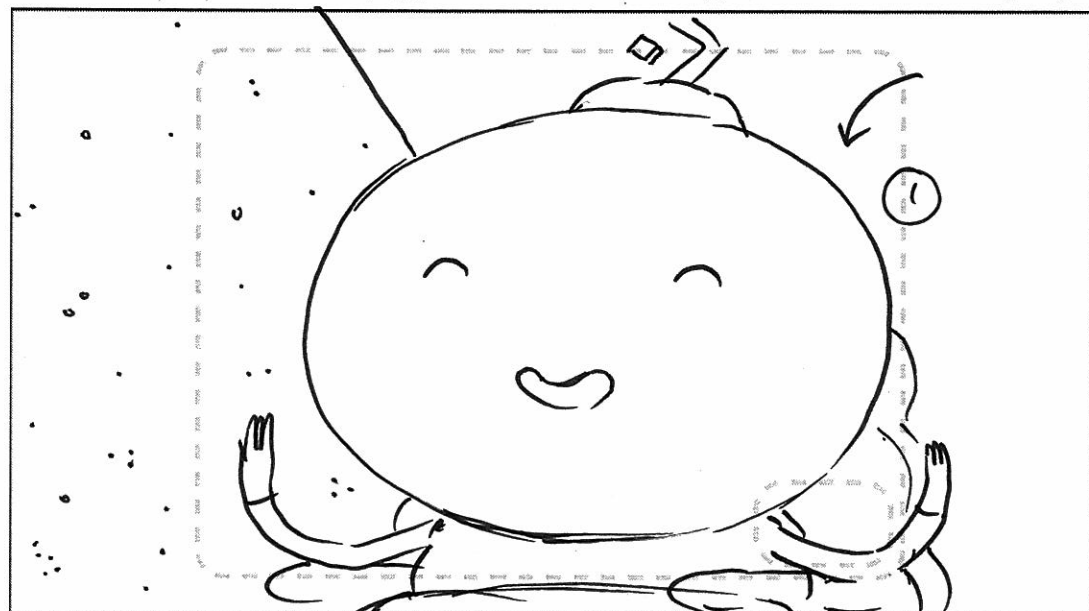


Page 229

Sc. 178 Pnl. C Bg. day night



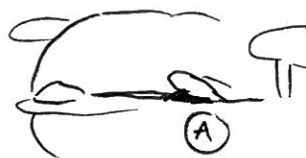
Sc. 179 Pnl. A Bg. day night



Dialog: (C:) Aha ha ha ha ha!!

(C:) (1) Don't be silly!
(2) Nobody's had five fingers for 20 blablillion glaybels!

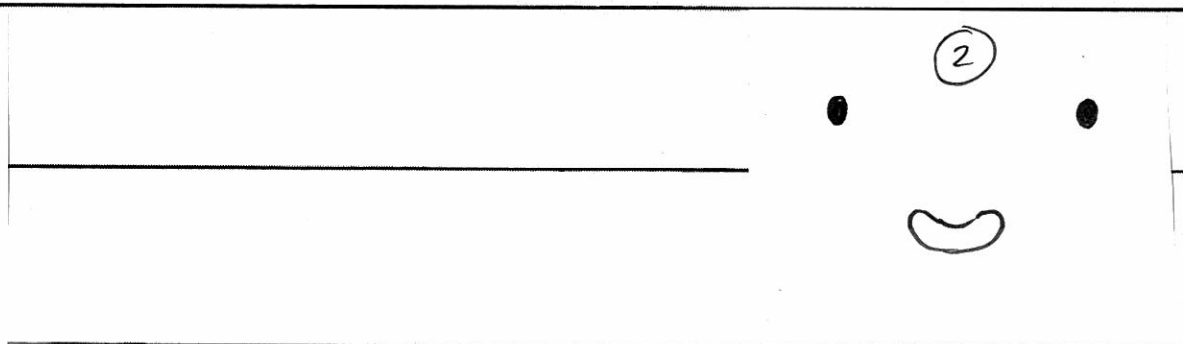
Action: (Cuber) (1) (2) (1)
feet: ABABABABetc.
rapid



Timing:



do B



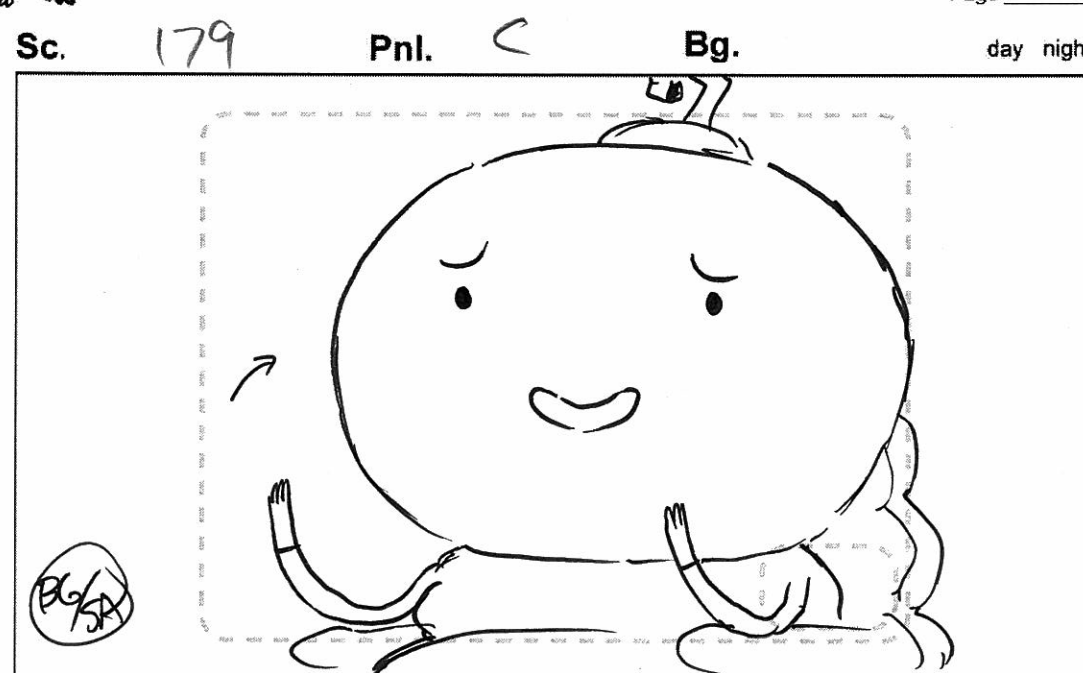
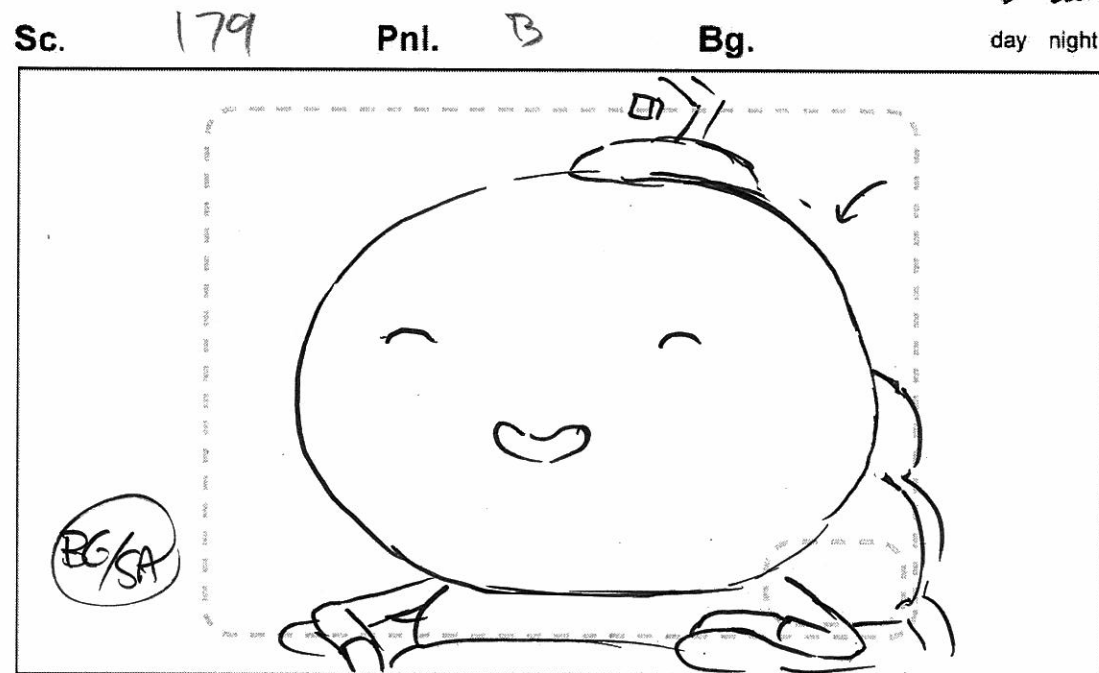
EPISODE # 1014-107

Production :

ADVENTURE TIME



Page 230



Dialog:	<p>(C:) Aha ha ha</p>	<p>(C:) Five telepathy glands, maybe! Ha ha ha...</p>
Action:		
Timing:		

EPISODE # 1014-107

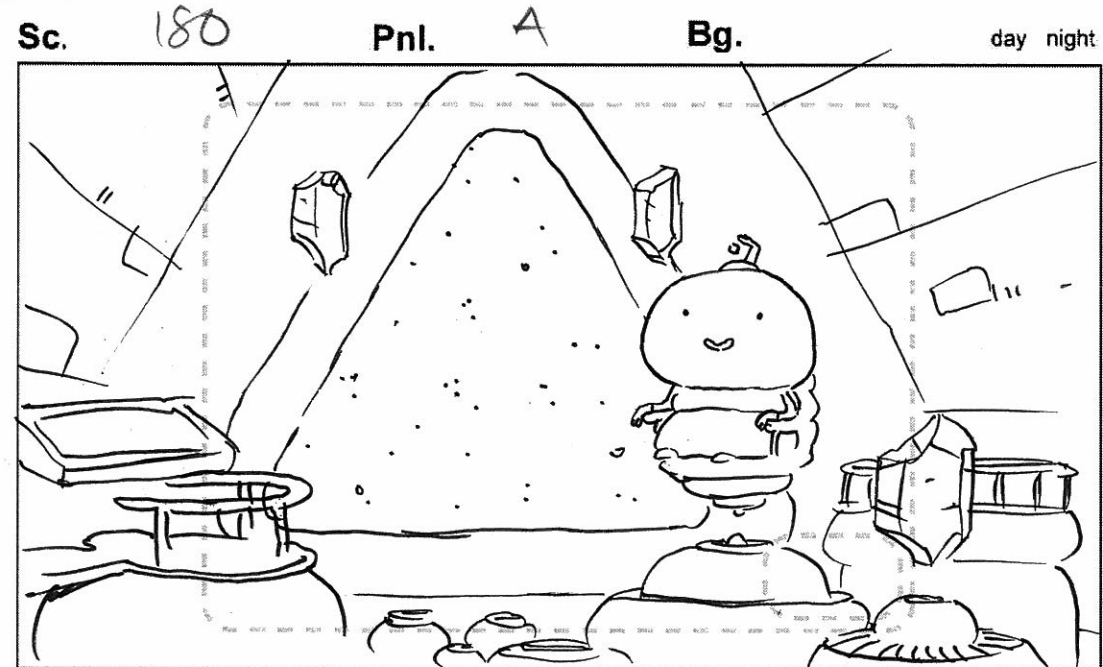
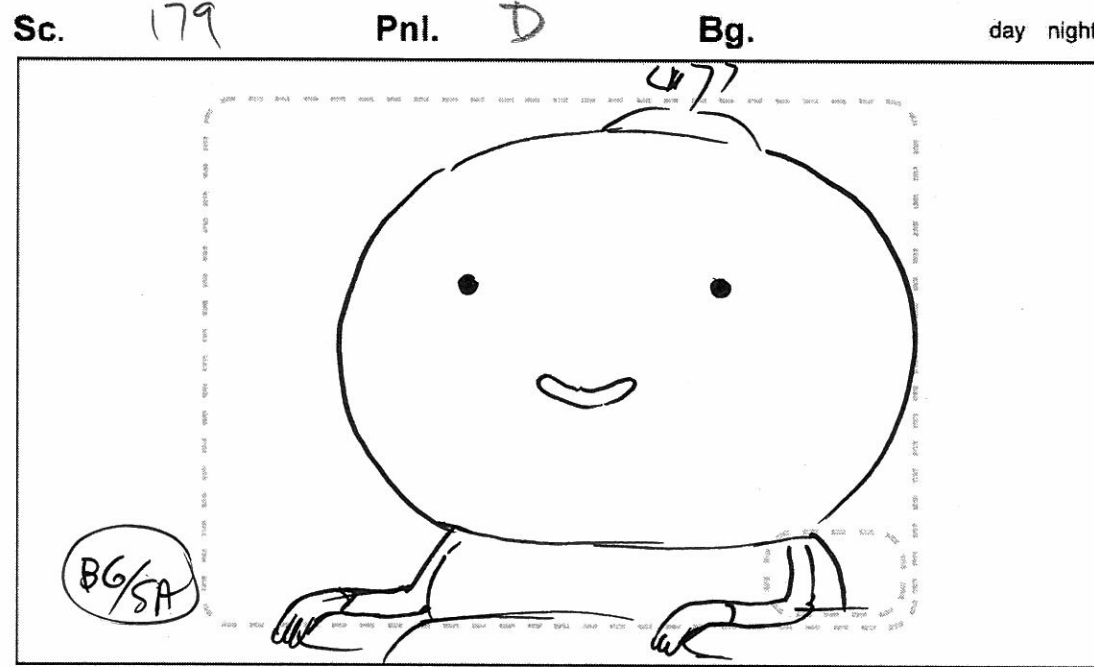
Production :

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ADVENTURE TIME



Page 231



Dialog:

(C:) ah... slimmin'...

(C) Well anyway, it looks like it's that time again -

Action:

Timing:

EPISODE #

1014-107

Production :

10

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ADVENTURE TIME



Page 232

Sc.

180

Pnl.

B

Bg.

day night

Sc.

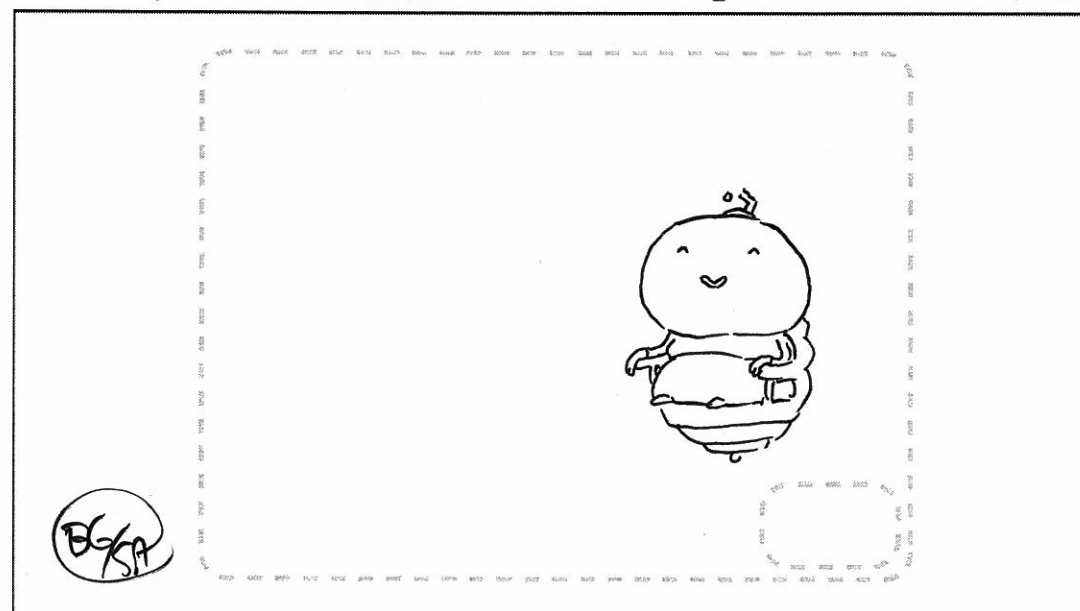
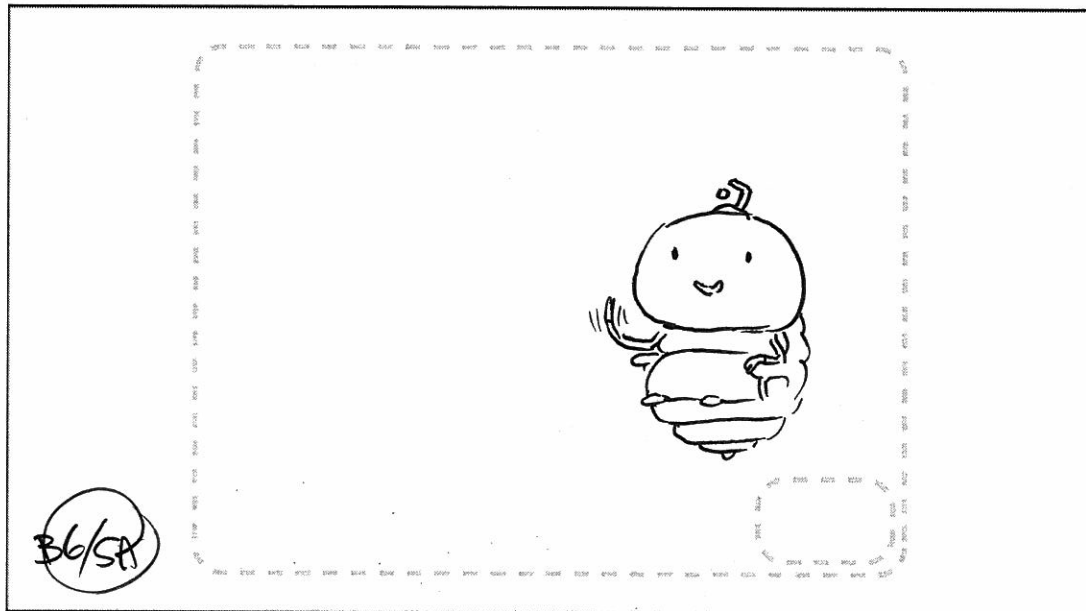
180

Pnl.

C

Bg.

day night



Dialog:

(C) I'll see you crimpy glimmers
on triode flimpin' the diode!

(C) Ah ha ha ha ha ha ha -

Action:

cuber waves goodbye

Timing:

Production :

EPISODE #

1014-107

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ADVENTURE TIME



Sc. Pnl. Bg. day night

FADE
BLACK

Sc. Pnl. Bg. day night

THE
END

Dialog:

Action:

Timing:

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Production :